

Keys of the Apocalypse

A beer and pretzel one shot set in modern times.

Two new classes: Military & Gangsta Rapper.

Characters provided.

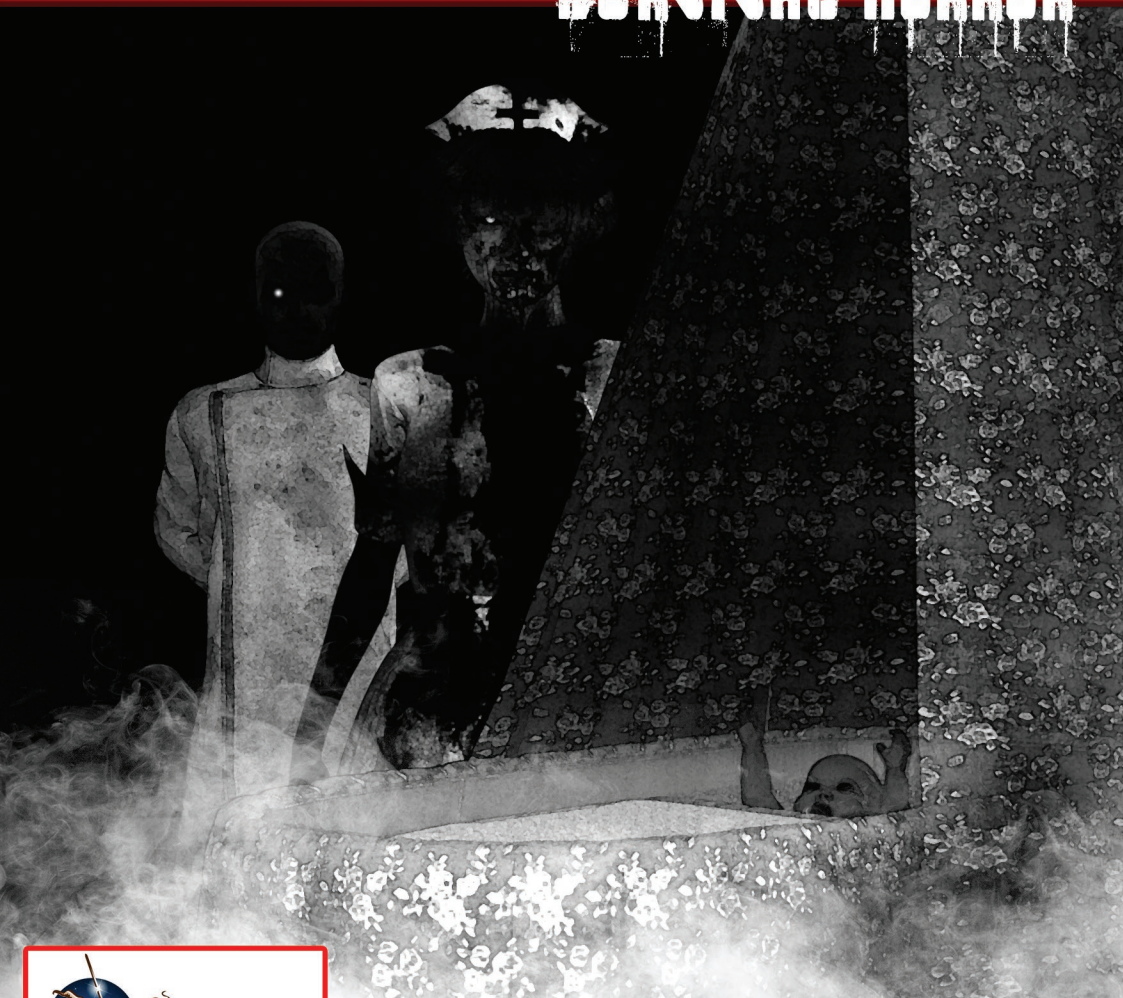
Additional rules provided.

Levels 6-10 Game Adventure

PESTILENCE

By Jay Parker

SURVIVAL HORROR



INCLUDES 2
Unlockable Missions



Dilly Green Bean Games

Keys of the Apocalypse

Keys of the Apocalypse Module 1: Pestilence

[Requires a copy of Swords & Wizardry]

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Dedicated to
THE END OF THE WORLD

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In the not-so distant future....

The end of the world is nigh. At least people think it every day. From plagues to wars, the human race has gone out of its way to end it all. No amounts of prayers from religious communities are going to save us. But there are those out there who know how the world ends. It started with the false prophet: the American president so charismatic that he swayed those that worshipped gods and instead had these people singing the praise of the politician. He could do no wrong. They followed him into damnation. Eyes became distracted and soon evil spread across not just America, but the world. It should have been a warning to all, but with so little faith in the world no one would have listened anyways. The **first** Seal of Revelations had been cracked wide open....

The opening of the seals would not happen in any order, however. With such chaos abound, it would instead happen by chance and be nurtured by those wishing to bring the end of times. And that is where we are now...

Welcome to the Keys of the Apocalypse!

Before you start jumping to conclusions about what might be coming in this game, let me assure you...I do not know and nor will you. Keys of the Apocalypse or KotA is a series of one shot games that answer that question. The game uses a watered down version of Frog God Games' Swords & Wizardry, much like Swords & Wizardry Continual Light. We'll be calling each module a 'Seal', which represents the Seal of Revelations that the module deals with. Basic rules are included in the first module (the one you are currently reading, but you are going to want a copy of Swords & Wizardry to fill in a lot of the blanks. We have also added a couple new features for that 'modern' game play feel.

Understanding the Seal Modules

Each module will come with a set of characters that players may use. But the modules will also

come with character creation for those characters, allowing a player to roll up their own unique character. These characters are also interchangeable with other modules too. Just understand that the characters and new classes provided in the modules are designed specifically for those scenarios. Taking a blogger on a covert ops mission is likely going to get them killed horribly.

Each module comes with monsters specific to the scenarios within. Everything a game master needs is included other than dice and pencils.

What Genre is KotA?

It's a mix of military combat and survival horror. Each Seal has its own theme. Overall, these modules will be horror based.

So what are the new rules?

The Attribute Tables have been adjusted for modern game play (modern as in during our time, not in the ancient times). We have two roll options: COM and NON-COM along with something called SPEC. Those are explained further in. We have also modified damage rules. Make no mistake, this game is ultra lethal. There are no healing powers. Raise Dead is now Resuscitation Rate. Guns will kill your character in the blink of an eye.

When it comes to gear, characters can't buy gear in most cases, but they do come with anything they need to play out the scenario. So soldiers have combat gear, baseball players have a ball, bat and uniform, even a helmet.

Leveling Up is Insane

That is true. The military class levels up quickly, but notice that it stops at level 20. The KotA Seals are deadly. Each module is going to have player deaths, maybe even Total Party Kills (TPK). But they are one-shots that make up a larger event. So characters may fly up the levels, but there is a cap. Also notice how the NON-COM-B (bonuses) level up faster than COM-B (bonuses). For longer play, characters will have to rely on non-combat training just as much as combat. Part of the game is survival horror. So enjoy the fun of the module and

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create characters if you want to and see if they could make it through the mission.

CHARACTER CREATION BRIEF

Level: The amount of training or field experience a character has.

EXP Required for Next Level: How many experience points a character needs before advancing to the next level.

Hit Dice: The number of dice used to determine the Hit Points of the character.

Example: *Skooter is a level 1 Army Medic. He has 7 Hit Points at that level. When he reaches level 2 he rolls 1d10 and gets an 8. His level 2 Hit Points are now 15.*

Saving Throw: Used when resisting poisons, toxins or other ugly conditions, including blacking out or drowning. Must roll HIGHER than this number to succeed.

COM-B: Add this number to any basic combat rolls. Not used for SPEC OP (see description).

NON-COM-B: Add this number to any non-combat skilled rolls like disarming a bomb, driving, hacking piloting etc. In order to succeed the roll must be higher than the **difficulty target** number.

Rolling for Stats:

Roll 4d6 and drop the lowest die. Assign numbers however you want.

Difficulty# Target #	How Difficult
5	Easy
10	Little Difficulty
15	Difficult
20	Extremely Difficult
25	Holy shit, really?

TABLE 1: STRENGTH

Score	COM-B# Modifier	DMG Modifier	Open Doors	Carry Modi- fier (pounds)
3-4	-1	-1	1	-10
5-6	+0	+0	1	-5
7-9	+0	+0	1-2	+0
10-12	+0	+0	1-2	+5
13-15	+0	+0	1-2	+10
16	+1	+1	1-3	+15
17	+2	+2	1-4	+30
18	+3	+3	1-5	+50

TABLE 2: DEXTERITY

Score	COM-B	Effect on Armor Class
3-8	-1	Worse by 1
9-12	+0	None
13-18	+1	Better by 1

TABLE 3: CONSTITUTION

Score	Hit Point# Modifier	Resuscitation# Rate
3-8	-1	50%
9-12	+0	75%
13-18	+1	100%

TABLE 4: INTELLIGENCE

Score	# Languages	NON-COM-B# Modifier
3-4	0	-1
5-7	0	+0
8-9	1	+0
10	2	+0
11	2	+1
12	3	+1
13	3	+2
14	4	+2
15	4	+3
16	5	+3
17	5	+4
18	6	+4



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TABLE 5: CHARISMA

Score	Number of Logistical Support/Mercs
3-4	1
5-6	2
7-9	3
10-12	4
13-15	5
16-17	6
18	7

Logistical support and Mercs are the people who back your character up on a mission. This could be an intelligence officer, maybe Foreign Legion or a close friend.

MAKING THE ROLLS

Basic COM Rules

Roll 1d20+COM=Result (must be higher than target's Armor Class/AC)

-Players may choose to make a called shot (hitting a specific location with a -2 to their roll) or they may just attack freely.

To be hit, the attacker must beat the character's AC.

Dodging: Characters may use 1 action to dodge. By doing this they forfeit 1 action the following turn. The character makes a COM roll that must beat the attacker's COM roll, otherwise the character is hit.

*NOTE: Game Masters may use TABLE 30 in Swords & Wizardry instead of using the roll over rule.

NON-COM Rules

There will be a lot of times when a character will need to do something that isn't combat related, but still difficult enough that they need to roll for it. Roll 1d20+NON-COM=Result (must be higher than the difficulty of the target). If the character succeeds, the thing they were trying to do works. NON-COM is used for things like field surgeries and hacking, along with anything else not considered combat.

Number of Actions: Each character gets 2 actions. These can be used to attack, carry out a NON-COM or take cover.

Damage

When a character or target gets hit they take damage to a location.

-If damage taken to a location is equal to over half of the character's Constitution then the location is incapacitated and cannot be used until fixed.

-If damage taken to a location is ABOVE the character's Constitution then the location is blown off.

ROLL 1d20	LOCATION	Fatal?
1-2	L. Arm	No
3	L. Hand	No
4-5	R. Arm	No
6	R. Hand	No
7	L. Foot	No
8-9	L. Leg	No
10	R. Foot	No
11-12	R. Leg	No
13	Neck	Yes
14-16	Head	Yes
17-20	Torso	Yes

Gunfire Rules

Damage: How much damage a single bullet does.

Ammo: How many bullets in the gun (or clip).

Range: How far it is accurate. For every 10 feet past Range subtract 5 from the attack roll.

Actions: How many actions are required to pull the trigger.

Auto: Is the gun automatic? Yes means it can fire 2 shots per turn.

Single Shot: 1 roll, 1 action

Small Burst: 2 rolls, 2 actions, must hit all 2 times
If one roll misses, only the base damage is done.

Full Auto: 3 rolls, 3 actions, must hit all 3 times
Damage is determined after last consecutive hit.

Full auto damage would look like this: Hit 1, Hit 2, Hit 3=Roll for damage and multiply it by the full auto number. If the second roll misses and the 3rd hits, the multiplier would be that of a burst. If only one successful hit occurs, damage is equal to a single shot.

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Spray: When laying down spraying fire, up to the first three targets split the amount of damage. After that spraying works like this per additional target.

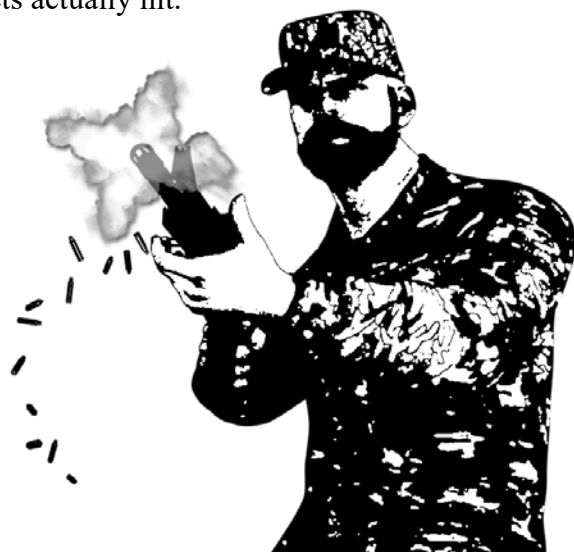
4: 4 in 6 chance to hit

5: 3 in 6 chance to hit

6: 2 in 6 chance to hit

7+: 1 in 6 chance to hit

Damage from spray is divided by the number of targets actually hit.



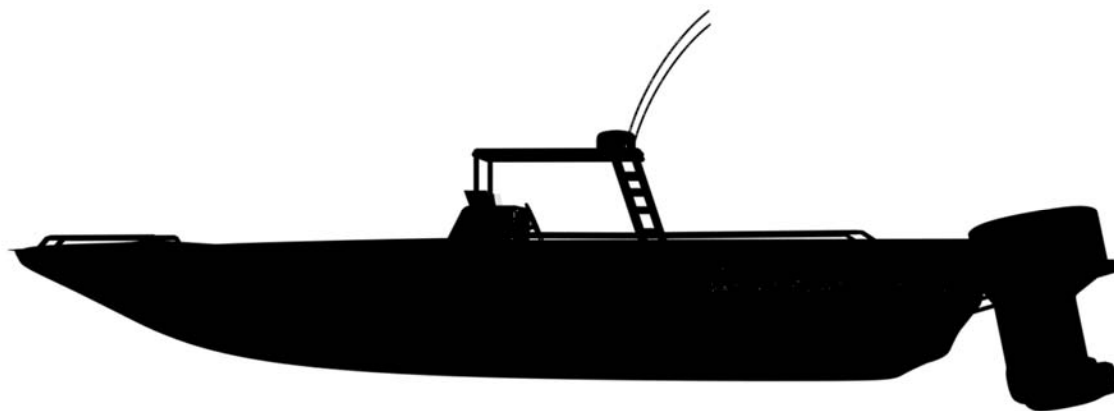
Situational Bonuses	#
Absolute Disadvantage	-4
Serious Disadvantage	-3
Disadvantage	-2
Almost Disadvantage	-1
Almost Advantage	+1
Advantage	+2
Serious Advantage	+3
Absolute Advantage	+4

Defensive Positions	AC Impact
Out in the open	0
Quarter Cover	-2[+2]
Half Cover	-4[+4]
3/4 th Cover	-6[+6]
Full Cover	-8[+8]

Materials	Structural Points per inch
Soft	1
Hard	4
Super Hard	8
Armored	12

Vehicle Hit Table

Roll	Location	Result
1-4	Body	Subtract damage from SP
5	Wheels/Rotor/Fin	-2 to NON-COM driving rolls per wheel/rotor/fin If damage is equal to HALF the vehicle's SP the location is destroyed.
6	Window	2-6 chance of hitting driver/passenger
7	Passenger	Damage to passenger
8	Driver	Damage to driver
9	Controls	-4 to NON-COM driving rolls
10	Fuel Tank	Explosion 2d6 per gallon of fuel



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RACES

There are three races in KotA: Human, Mystic, Psychic.

Human

This is your typical human being. They are born, grow old and die.

Humans get one NON-COM skill outside of their class.

Mystic

These men and woman are touched by spiritual energies. Their 'gift' allows them to use rituals and possibly cast spells (if magic were real). In most cases the mystic is able to tell when something holy or unholy is about to happen. It's why many mystics, if not all, are religious. After all, what does one call having visions of angels and the end of days? Mystics are capable of the following:

-Holy Rights: Mystics are the only people who can make rituals actually work. These are usually biblical in nature, but some involve voodoo and other religions. But there is a 1 in 4 chance of a ritual being pulled off when done by the mystic.

-Hear Thy Prayer: When shit hits the fan, the mystic can pray really hard. There is a 1 in 3 chance that the prayer will be answered by whoever they are praying to. This is where those miracles come from that people read about in the paper. But before a player starts thinking "oh dang, I can pray away that barrage of bullets", think again. No god is going to help some self-serving bastard. Now a "please God, grant these men and woman reprieve from these abominations" is more likely going to get the attention of a higher being.

Mystics get one NON-COM skill that represents whatever religion they practice.

Psychic

These are humans who have evolved a 'sixth sense'. Some call them psychics and others don't believe they even exist. The US Army even tapped potential candidates in their First Earth Battalion

in the 1970s. The program didn't offer end results that the US Army wanted and the program was disbanded. Some members of this group retired and others went to work for the CIA. Psychics are rare, with only an estimated 25 to 30 worldwide. While there are hundreds of fake psychics out there, these men and woman are the real deal. Psychics all have a 'sixth sense'. So what does that mean? Psychics are capable of the following at certain levels:

Level 1: The Sense (2-6 chance)

Psychics can sense the uncanny and tell if someone is lying. It's just a feeling they get. They may also communicate with other psychics in the immediate area by mentally 'whispering'. The range may be increased by 1 mile per level.

Level 3: The Sight (2-6 chance)

Psychics are able to mentally look through someone's mind and see what they are seeing. It takes great concentration. For each minute the psychic uses to focus, their odds increase (3-6, 4-6 etc). This ability will only work for one or two minutes, but it will be as if the psychic is the person.

Level 5: The Reading (2-6 chance)

The psychic is able to read minds, including those buried deep inside someone's memories. A target may resist by making a saving throw.

Level 7: Dream Walk (3-6 chance)

The psychic may enter the dreams of a person, giving them nightmares or offering comfort and support to someone suffering from nightmares. It also works on comatose patients, allowing the psychic to communicate with them.

Level 9: Overload (1-6 chance)

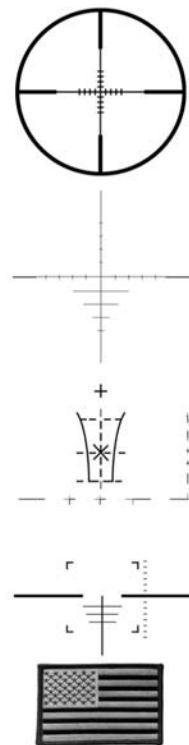
A psychic may focus all their energies on a single target, flooding that person's mind with psychic energy. The victim must make a saving throw. If they fail, the victim's brain boils and explodes. If the victim makes the save, nothing happens other than a mild headache.

Psychics get one NON-COM skill based on their psychic power (just call it Mental Training).

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MILITARY CLASS

LEVEL	EXP Required for# Next Level	Hit#Dice Marines (1d10) Air, Army, Navy (1d8)	Saving Throw	COM-B# (Combat)	NON-COM-B# (Non-Combat)
1	0	1	14	0	+1
2	1,000	2	13	+1	+1
3	2,000	3	12	+1	+1
4	3,000	4	11	+2	+2
5*	4,000	5	10	+2	+2
6	5,000	6	9	+3	+2
7*	7,000	7	8	+3	+3
8	9,000	8	7	+4	+3
9*	11,000	9	6	+4	+4
10	15,000	9+2	5	+5	+4
11*	20,000	9+4	4	+5	+5
12	25,000	9+6	4	+6	+5
13*	30,000	9+8	4	+6	+6
14	35,000	9+10	4	+7	+6
15*	40,000	9+12	4	+7	+7
16	50,000	9+14	4	+8	+7
17*	60,000	9+15	4	+8	+8
18	70,000	9+16	4	+9	+8
19*	80,000	9+17	4	+9	+9
20	RETIRED	---	---	---	--



Prime Attributes:
Strength/Constitution
13+ (5% experience
bonus)

This class represents all branches of the armed services. As the character grows through experience they may pick up additional skills along the way and specializations. The character answers to the chain of command, they collect a paycheck based on their rank and location of service and they follow the Uniform Code of Conduct. When creating a character, the player must pick a branch of the military they want to serve in. These include:

Air Force (air)
Army (ground)
Coast Guard (domestic sea)
Marines (front line ass kickers)
Navy (sea)

Because the Keys of the Apocalypse modules are story driven, players can just write up about what their character does in the branch they have chosen and all COM and NON-COM will relate to what the player has come up with.

Example: Skooter wants to be an Army Medic. So in his bio he says he's an Army medic. That means

he can use basic Army combat skills for COM and he has medical skills for NON-COM. So while on a mission a buddy gets shot. Skooter will roll 1d20+NON-COM to see if he can stop the bleeding (needing to hit the **difficulty target**).

SPEC OPS

At Level 5* characters are eligible to join a Special Forces unit. They may pick one SPEC OP skill that they specialize in. When using that skill they gain a +2 bonus to their COM or NON-COM rolls. Every other level after level 5 characters gain another SPEC OPS skill (noted on the experience table with a * next to those level numbers).

Example: Skooter loves being an Army medic, but he's getting tired of sleeping in the rough every night. So when he gets enough time in (level 5) he heads to medical school to become a surgeon, making his SPEC OPS basic surgery. So now when doing any type of basic surgery he adds a +1 bonus to his NON-COM (which at level 5 is +2, giving him a total of +4). Understand that basic surgery is along the line of setting broken bones, appendectomies and the occasional amputation. When Skooter hits level 7 he wants to specialize

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even more and becomes a thoracic surgeon. So when he's cracking a chest open he gets to add his SPEC OPS bonus to his NON-COM roll for that.

Examples of Special Forces Units include:

Air Force Pararescue

Army Rangers

Navy SEALs

MARSOC Marine Raider

Space Command (space)

Military Ranks

Another thing the character gets to pick is if they are Enlisted or an Officer. Either way, at level one they are an E-1 (enlisted) or an O-1 (officer).

Ranks do matter. Enlisted service members answer to those with a higher rank, but they all answer to Officers. And Officers answer to those higher ranked than them. At level 7, enlisted characters may choose to become Warrant Officers (that bridge between enlisted and officer). For easy game play, characters go up 1 rank each time they

level up. BUT...at any point a character can be demoted for conduct unbecoming a soldier etc. So before you run off with Skooter and start telling officers off, just know that poor Skooter is in for one hell of a reality check if he does.

STARTING GEAR

The greatest perk of the Military Class is that starting gear is provided based on the mission parameters.

MISSION GEAR

Canteen: Plastic or metal container that holds 1 day worth of water

Climbing Rope: 50 ft.

Compass: Used for cartography and navigation. Won't work if there is a strong magnetic source nearby, but North will point to that source.

Flares: Standard flares used for extractions.

Gas Mask: Protects from gas based weapons that affect the eyes and lungs.

Halogen Flashlight: 10m range

Pistols	Damage	Ammo	Range	Actions	Auto?	Concealable?
Holdout	1d6	4	20ft	1	No	Pocket
Auto, Small	2d6	6	20ft	1	2	Pocket
Auto, Medium	2d6	8	30ft	1	2	Jacket
Auto, Heavy	3d6	18	30ft	1	2	Jacket
Revolver, Small	2d6	6	20ft	1	No	Pocket
Revolver, Medium	2d6	6	30ft	1	No	Jacket
Revolver, Heavy	3d6	6	30ft	1	No	Jacket

Submachine Guns	Damage	Ammo	Range	Actions	Auto?	Concealable?
Small	2d6	30	50ft	1	2/15	Jacket
Medium	3d6	32	50ft	1	3/15	Jacket

Assault Rifles	Damage	Ammo	Range	Actions	Auto?	Concealable?
Standard	4d6	20	70ft	1	3/15	No
High End	5d6	35	80ft	1	3/15	No

Shotgun	Damage	Ammo	Range	Actions	Auto?	Concealable?
Pump Action	5d6	5	300ft	2	No	Jacket
Assault Shotgun	5d6	32	300ft	1	2/5	No

Sniper Rifle	Damage	Ammo	Range	Actions	Auto?	Concealable?
Standard	5d6	10	120ft	1	No	No
High End	7d6	10	5,000ft	1	No	No

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Halogen Strobe: Can be seen up to one mile away, used for extractions.

Laser Sight: +1 to COM roll when attached to firearm.

Medical Kit: Includes antiseptic spray, bandages, morphine, syringes, sutures

Mountaineering Gear: Belay, carabiners, hammer, pitons, quickdraws

NBC (nuclear, biological, chemical): Protects against chemical weapons.

Night Vision Goggles: See in dark up to 75 yards

Portable Communications Device: Radio communications between unit members, usually using an earpiece and throat mic. One to two mile range depending on location of users and weather.

Rangefinder Laser: Used to measure distances and paint targets for missile strikes.

Sat-Com: Satellite communications device.

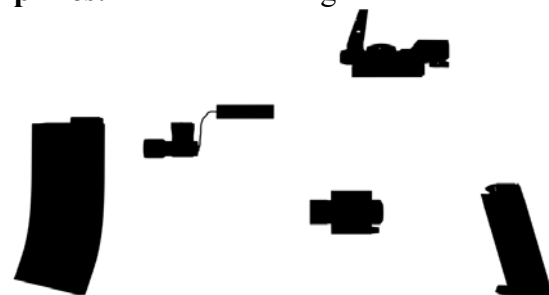
Works like a cell phone, but encrypted. Usually has a GPS system. This can also be a PDA (personal data assistant)

Melee Weapons	Damage	Actions	Concealable?
Combat Knife	1d6	1	Jacket
Sword	2d6	1	Jacket
Baton	1d6	1	Jacket
Garotte	1d6/2	1	Pocket

Silencer: Muffles sound of pistol or rifle.

Water Filter/Tablets: Usually a small straw that filters out bad elements in water or water purification tablets.

Zip Ties: Used to bind targets.



Machinegun	Damage	Ammo	Range	Actions	Auto?	Concealable?
Standard	4d6	100	2,000ft	2	15/30/50	No

Grenade Launcher	Damage	Ammo	Range	Actions	Auto?	Concealable?
Military	3d6	8	500ft, 10 ft blast	2	No	No

Explosives/Rockets	Damage	Ammo	Range	Actions	Effect	Concealable?
Grenade, Explosive	3d6	1	10ft blast	1	Blast	Pocket
Grenade, Flash	--	1	50ft	1	Blinding	Pocket
Rocket Launcher	5d6	1	1,000ft	2	x2 damage vs Structures/Vehicles	NO

Armor	Effect on AC from base of 9[10]	Location	Weight
Kevlar Clothes	-2[+2]	Arms/Legs/Torso	2 lbs
Tactical Vest	-3[+3]	Torso	5 lbs
Tactical Armor	-5[+5]	Full Body	16 lbs
Riot Armor	-4[+4]	Full Body	16 lbs



Vehicle	Capacity	Speed	Range	Fuel	SP	Extras
SUV, Basic	5	180mph	26mpg	15 gallons	25	4 wheel drive
SUV, Armored	5	180mph	20mpg	15 gallons	35	4 wheel drive
Jeep	4	65 mph	5mpg	15 gallons	20	4 wheel drive
Military Patrol Boat	34	29mph	6 mpg	350 gallons	45	Radar
Fishing Trawler	10	9mph	30mpg	12000 gallons	30	Fishing Nets/Winch

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RAPPER GANGSTA CLASS

LEVEL	EXP Required for# Next Level	Hit# Dice (d8)	Saving Throw	COM-B# (Combat)	NON-COM-B# (Non-Combat)
1	0	1	15	0	+1
2	2,000	2	14	+1	+1
3	4,000	3	13	+1	+2
4	6,000	4	12	+2	+2
5*	8,000	5	11	+2	+2
6	10,000	6	10	+2	+3
7*	20,000	7	9	+3	+3
8	40,000	8	8	+3	+3
9*	60,000	9	7	+3	+4
10	80,000	9+2	6	+3	+4
11*	100,000	9+4	5	+4	+4
12	125,000	9+6	4	+4	+5
13*	130,000	9+8	4	+4	+5
14	135,000	9+10	4	+5	+5
15*	140,000	9+12	4	+5	+6
16	150,000	9+14	4	+5	+6
17*	160,000	9+15	4	+6	+6
18	170,000	9+16	4	+6	+6
19*	180,000	9+17	4	+6	+6
20	RETIRED	---	---	---	--

Prime Attributes:

Strength/Wisdom 13+
(5% experience bonus)

Others are greedy as hell and will never be satisfied until they own the world.

SPEC OPS

At level 5 and every other level after (represented by a * on the table above) the Rapper Gangsta may take a specialization. This might be Music Studio Production or something like Submachine Guns. These skills

This class is all about the bling and the word. They are raised on the streets and know how to survive. In rap battles they are poetry spinning masters of lyric, telling the tales of the street. They wear lots of gold, drive tricked out rides and have a posse of groupies that will do just about anything for them. But it's not all glamour and fame. Rivals will pop a cap in their asses in a heartbeat and there is always some punk out there looking to take a swipe at the character and steal the spotlight. Sometimes the character can humiliate the gansta with rhyme and sometimes it takes hard steel. At low levels the Rapper Gansta is just a street punk who hits local rap battles in back alleys and warehouses. At level 5 they have made a name for themselves with the locals and have caught the attention of talent scouts. Other punks are likely to try and take the rapper out in turf disputes. At level 10 the rapper is the king of their hood, known by all and loved by most, but they are also a target of rival musicians who want to muscle in on the action. Most Rapper Gangstas have a criminal record. Sometimes it's for felonies and other times for smaller petty crimes. Most rappers know where to draw the line and value what time they have left on this earth.

add +2 to a roll when used, on top of the COM or NON-COM bonuses.

CLASS ABILITIES

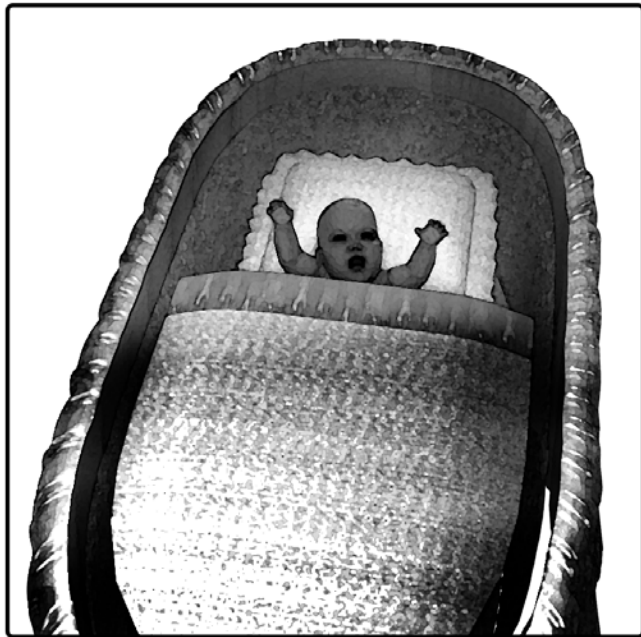
Level 5: Rap Battle: The character may challenge another person to a Rap Battle. If the person accepts the two characters engage in a rhyming battle of wits. Each rolls 1d20+NON-COM. Whoever rolls highest wins. Do this 5 times. If the character wins all 5 times their CHARISMA goes up by 1 and the loser's goes down by 1. The overall winner is the person who wins the most dice tosses.

***NOTE:** Players should be made to actually rap out this scene. Why waste good improv.

Level 10: Oh Dang!: When the character enters the room, anyone of level 5 or lower must make a saving throw or be awestruck for 1d6 turns. This includes asking for autographs and begging for a rap.

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ENCOUNTERS



PESTILENCE BABY

Hit Dice: 1 (2 HP)

Armor Class: 9[10]

Attacks: --

COM: +0

NON-COM: +0

Saving Throw: 18

Special: Pestilence Virus (anyone within contact to 10 feet instantly dies from the virus, from 10 feet to 20 feet must make a saving throw or be infected with a -5 to the roll, from 20 feet to 100 yards must make a saving throw or be infected).

Move: 2

Alignment: Chaos

XP: 5

Data: The Pestilence Baby is infected with a highly contagious mutant virus that was born from the infusion of experimental hybrid anti-bodies, anti-viral drugs and nosferatu n49 (vampire virus). The result was a fetus that incubated prior to birth. As the baby breaches, the virus exploded out of the mother's womb killing everyone in the delivery room except the baby, who was immune and also the carrier. As other medical staff ran to assist, the baby was placed in an incubator while doctors and nurses tried to help those who had fallen. The result was they died too. Each time the baby cried, it

let out more and more of the contagion until it spread throughout the entire hospital and out onto the island. How the baby remains alive is unknown, but considering it is one of the Seals from the Book of Revelations, it could be a holy creature. If the baby is killed, Pestilence will spread across the globe like a pandemic. And if the baby isn't killed Pestilence will spread, but at a slower pace. Because no one is able to actually get to the baby without dying, the fate of the world is uncertain.



PESTILENCE ZOMBI TYPE 1: The Infected

Hit Dice: 3 (18 HP)

Armor Class: Civilian 8[11], Security 7[12]

Attacks: Bite 1d4, Fists 1d6; Security: Shotgun 5d6, Revolver: 2d6

COM: +2

NON-COM: +2

Saving Throw: 16

Special: A strike to the head doing more than 6 damage instantly kills the Infected. Suffers -4 to all COM and NON-COM rolls when exposed to sunlight or halogen lighting.

Move: 12

Alignment: Chaos

XP: 30

Data: These are men and woman who were in-

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ected by the virus through airborne exposure and direct infection from the zombie-like infectors. The infected have slowly begun to fall into a case of psychosis, allowing them to function at some level like a normal human being, but with extremely violent tendencies. Unlike the infectors, the infected cannot spread the virus. They are simply victims whose bodies will eventually shut down. But until then, they are dangerous and unpredictable. The skin of the infected tends to look jaundiced with bloodshot eyes. They also suffer from nose and eye bleeds after initial exposure. The infected are also sensitive to sunlight and ultraviolet rays. The infected can be found around Hope Island, but they tend to avoid the hospital.



PESTILENCE ZOMBI TYPE 2: Infectors

Hit Dice: 4 (24 HP)

Armor Class: Civilian 8[11], Security 7[12]

Attacks: Bite 1d4, Fists 1d6; Security: Shotgun 5d6, Revolver: 2d6

COM: +3

NON-COM: +3

Saving Throw: 14

Special: A strike to the head doing more than 8 damage instantly kills the Infected. Suffers -4 to all COM and NON-COM rolls when exposed to sunlight or halogen lighting. The Infector is capable of infecting other living creatures through

bites, fluid transmission and scratches. Anyone exposed to the Infector in these ways must make a saving throw or become infected.

Move: 12

Alignment: Chaos

XP: 40

Data: Infectors were inside the hospital when the Pestilence baby was born. Within minutes they had undergone a full mutation into zombi-like creatures with only one purpose: infect as many living creatures as possible. While they maintain basic human function and skills, the Infector will jump on a victim like a rabid tiger given the opportunity. They will bite, spit, cough, scratch and piss on a victim to pass on the infection. Infectors look like they could have been exposed to Ebola, with bloodshot eyes, bloody tears and mucus running from their noses and mouths. They have pustules filled with blood. When an Infector coughs, a bloody red mist sprays out. Any form of talking sounds like someone is drowning or has pneumonia, because their lungs are filled with blood and other fluids. Infectors can be found on the first floor and basement level of the hospital. At night they will wander outside short distances, not wanting to get too far away from their 'source' (the Pestilence Baby).

PESTILENCE ZOMBI DOG

Hit Dice: 4 (24 HP)

Armor Class: 7[12]

Attacks: Bite 1d4, Claws 1d6

COM: +4

NON-COM: +0

Saving Throw: 16

Special: A strike to the head doing more than 6 damage instantly kills the zombi dog. Suffers -4 to all COM rolls when exposed to sunlight or halogen lighting. Can fully see in the dark. 2-6 chance of infecting anyone it bites (see Infector).

Move: 18

Alignment: Chaos

XP: 40

Data: One of the more nightmarish things to come out of the birth of the Pestilence Baby is the zombi dogs. Hope Island had a contingency of twenty security dogs on site. When the outbreak hap-

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pened, the infection eventually reached the kennels on the island. Unlike what happened to the infected, the dogs suffered a horrific mutation turning them into something more monstrous than zombi. They now prowl the island feeding on wildlife and anyone who would foolishly trespass. The Pestilence Zombi Dog is covered in boils, with chunks of fur and flesh missing. It acts almost rabid and is beyond all reason. Worst of all, it's able to infect anyone it bites.



VAMPIRE COMMANDOS

Hit Dice: 7 (42 HP)

Armor Class: 0[19]

Attacks: Sword 2d6, Automatic Pistol 2d6

COM: +8

NON-COM: +8

Saving Throw: 18

Special: Sunlight and UV rays will do 1d6 damage each turn until the vampire commando either gets out of the light or dies (flesh boils off and they die from the pain). Silver Allergy (does 1d4 damage on contact with their skin).

Move: 14

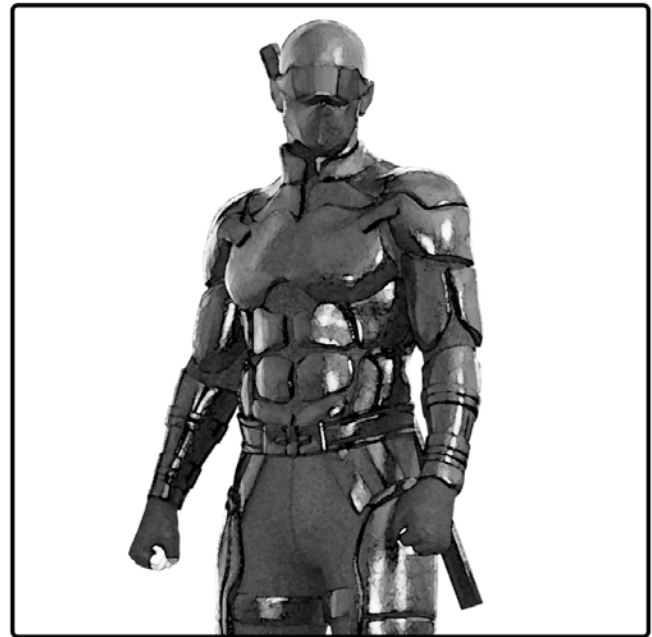
Alignment: Chaos

XP: 70

Data: The vampire commandos are ninja warriors that serve the ancient vampire lord. Their mission is to kill the woman who was bitten in Las Vegas

and escaped the vampire that fed on her. The lord doesn't know about the baby, however, only knowing that the woman's father was a US Senator and it has attracted unwanted attention to the creature. The commandos have served their lord for well over 800 years, carrying out his bidding as needed. They have been responsible for the deaths of whole villages in order to maintain the veil that protects their lord from humankind. Their activities are so clandestine that world intelligence agencies don't even know about them.

***NOTE:** These are not the standard movie vampires. These are creatures born from an ancient virus.



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The Hope Island Incident

Brief Intro to Hope Island

Hope Island, formerly Penobscot Mountain Isle is located one mile east of the Isles of Shoals. Not to be confused with the actual Hope Island in Maine, this island is right on the Maine/New Hampshire border. The island was bought by Hope International Pharmaceuticals (HIP) in the late 1990s and has been converted into a high end convalescence and research facility. The mission of the facility is to test out new cutting edge medical procedures and to find cures for diseases that were deemed incurable. The island boasts a full surgical unit and cutting edge laboratories far surpassing many modern facilities on the mainland. The client list for Hope Island is a who's who of the rich and famous, and their families. The entire island gets its power from an underground low yield nuclear power plant that was installed with the approval of the United States government on the condition that power players in the government would have access to medical treatments there.

Hope Island is run by Professor Andrew Longfellow. Within Hope International Pharmaceuticals he is ranked as a Lab Heir, a person who is responsible for daily operations and research on the island. And if something bad happens, all blame falls solely on that person. Prof. Longfellow is held in high regard and good standing with the academic class as a genetic engineer and researcher who has published well over two hundred papers that are cited by other geneticists. He is also an accomplished virologist. Most of the official research, if not all, on Hope Island is focused around virology.

There are three primary locations on Hope Island: the hospital, the residential units and the docks with warehouses. The hospital is where all the research is conducted. The residential units include condominiums and barracks. The condos are for medical staff and the barracks for the support and security operators. The docks are where supplies and patients are brought in. The warehouse is used to store equipment and do repairs on the few vehi-

cles on the island (there are two vehicles lifts inside).

Every two weeks a boat brings supplies to the island. Supply boats are manned by regular crew and an armed security team from HIP. Patients are either brought in on a boat or flown in. The movement of patients from the mainland to the island is done with extreme care for the person's privacy. Flight over Hope Island is actually prohibited, so any craft entering the island's airspace must be cleared with the Federal Aviation Administration. Failure to do so means a military interception and escort to the nearest airport where the operator will be arrested and charged with felony trespassing.

Hope Island has a total population of around 150 people, which includes medical, security and support personnel. Each one has been thoroughly screened with both background checks and medical. They are some of the best in their fields of expertise right down to the janitor. The only people allowed to carry firearms are the security teams. Anyone coming to the island must surrender their weapons at the dock.

The geography of Hope Island is mostly heavy forest and mountainous terrain. The west end of the island is home to Hawk's Peak Mountain and former home to a branch of the Penobscot Indians. There are a series of caves here along with a trench going all the way down to a seasonal fresh water pond. A smaller mountain, Hawkview is located along the east side of the island. The condos and barracks can be found just south of the seasonal pond. The hospital is nestled against the west side of Hawkview, in what is referred to as the 'talon'. The dock and warehouse is on the southern tip. A paved road runs to each of the HIP buildings.

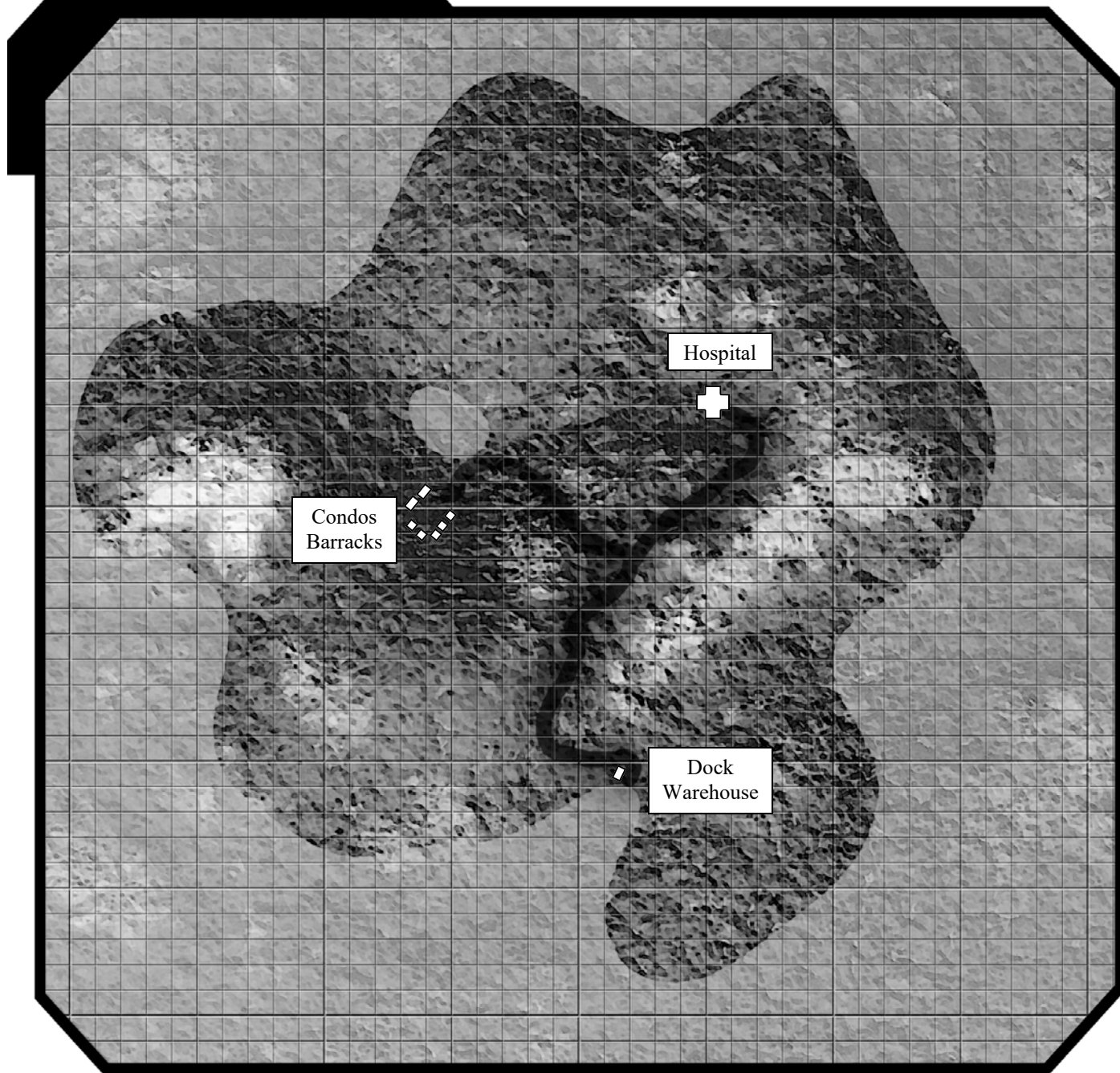
The Mission

For Captain Channing:

Captain Channing of Red Ops has been called to Washington DC to meet with Senator Reed of Nevada and General Briggs (head of Red Ops). The assembly is considered extremely hush and officially the captain and his unit is still somewhere in

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HOPE Island



South America running ops. In the middle of the night and dressed as a senate building maintenance worker, Capt. Channing is escorted to Senator Reed's office. Inside there are three men, one of them being Roger Morse who is wearing a black suit and looks like a government G-Man.

General Briggs welcomes the captain and apologizes for the secrecy.

For Roger Morse:

Project: Oversight has spent the last few months looking into strange occurrences regarding events that might be connected to the Book of Revelations. One of these investigations uncovered the possibility that vampires might have actually existed and may still. They traced a series of murders to Las Vegas. The last person to have contact with their suspect is Senator Reed's daughter, Montana

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Reed. When the CIA sent an investigator to Hope Island to interview her, the man didn't check in when he was supposed to. A small team of agents was dispatched to the island and they too didn't check in. A report was later filed that a fishing boat had gone missing along with loss of contact with a Coast Guard cutter. Roger was going to question Senator Reed when he got word of something bigger going on. Roger was sent to the Senator's office to participate in a briefing. Upon arrival he is greeted by Senator Reed and a General that Roger had never met before.

The Briefing:

"Captain Channing, you have been summoned here to be briefed on a new operation, one of extreme importance and of a *need to know* basis. None of us were ever here, that includes you Mr. Morse. [The Senator sits in silence]. At approximately 48 hours ago at 1345 hours Eastern Standard Time, all communications with Hope Island, off the coast of Maine and New Hampshire was lost. During this window the Senator's wife and daughter were both on the island and are presumed to still be there. The wife's bodyguards are also not responding to calls. A Coast Guard cutter was deployed to the island to investigate the communications issue. They have not reported back and the Coast Guard has declared them missing. Due to the sensitivity of research on the island, the Coast Guard has been given 'adjusted coordinates' to look for their cutter. With the cooperation of the CIA and under the condition that they be included in this operation, we have obtained satellite footage of the island. [General Briggs turns the Senator's computer monitor around so Capt. Channing and Mr. Morse can see]. As you can see, power is on across the island. What you aren't seeing are people. Not at the docks, not at the condos and not outside the hospital. What's more concerning is the Coast Guard's cutter is anchored just off the docks and there are three other smaller boats at the docks; one belonging to the Senator's wife, one belonging to the CIA investigator and one belonging to the hospital. Your mission is simple... [Senator Reed interrupts the General]."

Your mission is to go to that island and bring back my wife and daughter. That is it. Do not interfere with research staff or employees on the island. Just get my family.

[The General starts back up]. "Go to Hope Island, retrieve the two targets and get off the island. Your secondary objective is to assist the CIA in finding their missing man. But retrieval is the primary and has priority. Good luck Captain and God speed."

General Briggs assures the Senator that the Red Ops unit will find the Senator's family. As the Captain and Roger leave, the General waves for them to wait up. Further down the hall and away from the Senator's office...

"Captain, we're not babysitters. I don't care what committee that asshole runs. Find out what happened to the Coast Guard cutter and the CIA investigator. We don't leave people behind, not even puddle pirates and spooks. Also, be safe. Hope International Pharmaceuticals might be a global giant that does a lot of good, but they have dirt too. A boat is waiting for you and the team at the Boston docks. All your gear has been shipped out. A private plane is waiting at Reagan to fly you to Logan, with a pair of DoD SUVs waiting. Happy hunting."

All the characters will assemble at Reagan and board the private corporate jet. On route the team will receive the briefing from Capt. Channing. There is also a live satellite feed of the island. Anyone watching it will notice what looks like movement every now and then. As the scan shifts from location to location, what looks like a body can be seen on the road leading to the barracks and condos. It's hard to make out who it might be because it's wearing dark clothes.

When the plane lands in Boston [1300 hours], the unit will be greeted by a man wearing khakis and a parka.

"Captain, I am Gary Grant, liaison. I'll be taking you and your men to your boat. All your equip-

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ment has been loaded. I've also made sure to cater in some good grub in case any of you were hungry. We'll be posing as NOAA (National Oceanic and Atmospheric Administration) researchers. [Grant pulls out an envelope from his jacket and opens it up. Inside are a set of badges]. Here are your IDs. I doubt we'll have any issues, but the department likes to play it safe. Here is the meteorology report too. You couldn't have come at a worse time. Hurricane Bomont is due to roll in over the next 24 hours. Expect high tides and shit conditions out there. My contact in the National Weather Service told me that your best window is between now and 0800 tomorrow. After that, you are at the mercy of Poseidon. Let's roll."

Upon arrival at the boat it's pretty clear that the sea is starting to get choppy. The waves are slamming against the pier and there are storm clouds rolling in. A dock worker will come up to the group.

"I hope you aren't planning to go out in that. Those clouds are dark."

Grant will just wave. Anyone else is free to answer.

Game Master Box

The Red Ops unit will need to come up with a plan. The waves are bad and everyone on the boat will need to make a saving throw to see if they get sea sick or not. It will also start to rain heavily. The question will be: does the team go in via the dock or head to a spot along the edge of the island somewhere. The second will require a swim because there isn't a boat and it's also not the safest approach. Any attempt to radio the island is met with static. There is a 1 in 6 chance that the fishing trawler will come across an empty dingy.

Visibility is terrible; Grant is relying on radar and navigation to find the island. Then, like a waiting predator, the island emerges from the fog. The two mountain peaks are shrouded and the tree line sways from the howling sea winds. There is a flashing light where the dock is and with each

flicker, it illuminates the outline of the Coast Guard cutter which is rocking with the ocean waves. "There's the cutter, gents, but her running lights are off. Do you want me to pull up along?"

If the unit decides to check out the cutter:

With the conditions of the waves it's not easy pulling up alongside, but eventually Grant does it. After tying up to the cutter people can board it. The deck is soaked, as rain and sea water splash around.

The bridge: The hatch to the bridge is open. The deck is soaked. Water has pooled up in some of the corners. Closer examination will reveal a red tint. Most of the stations look as if someone took an axe to them. The captain's chair has been brutalized, the pleather is gouged and the cushion is torn apart.

Crew Quarters: The crew quarters are empty. The deck is dry, but some of the lockers are open and belongings are strewn all over the place. Mixed in with everything is what looks like a red smear leading to a locker at the far end of the space. It is the only locker closed. Inside there is a severed arm that looks like it was chopped off.

Mess Hall: The mess hall is dark. The overhead lights have all been smashed. There are spent casings on the deck. Behind the counter there is a body which doesn't appear to be one of the crew. Cause of death looks like multiple gunshots to the chest. His skin is slightly off color, more than just a standard death grey. His eyes and nose appear to have been bleeding out. A bloody butcher knife is on the deck next to him. The refrigerator behind the body is partly open. Inside there are two legs and an arm.

***GM BOX:** The man has a wallet with a New Hampshire driver's license and a HIP ID. His name is Monty Ward, island dock crew and firefighter.

Wardroom: The hatch to the wardroom looks like someone tried to chop their way into it. A dulled

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fire axe rests on the deck in front of the hatch. Inside there is the body of a Coast Guard ensign. It looks as if he suffered serious head trauma. In one hand is an automatic pistol and on the deck several spent casings. A trail of blood leads out of the room and towards the mess hall.

Armory: The armory is locked down tight. No one has been inside and it looks like someone broke the key off in the lock.

Head: There are two shower stalls here and two toilets. The deck is covered in blood. In the shower stall to the left there are two bodies that belong to the crew. One is chopped up and missing its limbs.

Engine Room: The engine room looks untouched. Whatever happened occurred on the upper decks. Things appear to be operating normally other than the engine has been powered down and the primary breaker has been turned off.

When the characters get back topside Grant will be waiting for them. “Any luck?”

[As the characters explain what they found (or don’t) have players make a NON-COM check, difficulty 15]. Anyone that makes it will see what looks like a mast and bow of a boat bobbing in the water just off the starboard side of the cutter. On the side of the half sunken boat is the name KELLY-ANNE. “That’s the lobster boat that went missing two days ago. What the hell is it doing way out here? Nevermind, I don’t need to know.”

Back to the island...

Grant will follow whatever instructions the characters given him about the approach to the island. As the boat draws closer to the docks, the rain and winds pick up even more. “Jesus Christ, I don’t think God wants us going there.”

There isn’t much wiggle room to park the fishing trawler, but Grant can get her close enough to unload the characters. “When you are ready for extraction just pop your strobe and I’ll swing back around.”

There are three boats parked at the docks. One is a high end yacht [Big D on the side] that must belong to the Senator’s wife and the other two are casual sea boats. A search of each boat comes up empty.

The dock is void of any life. Just off the docks and to the left is a large warehouse. It has five large bay doors, all open. There are no lights on. Inside the warehouse there are several light switches that all work. The bay at the far end looks like a fire truck station, with several empty gear racks. The center two bays have car lifts and tool lockers. The bay closer to the water has boat parts and motors along the wall. The remaining bay is full of large supply crates.

GM BOX: Anyone who hits a light switch will notice bloody mucus on two of the switches and a bloody handprint on the wall next to it. On the floor there are drops of bloody mucus. As characters leave the warehouse roll on the encounter table:

Roll 1d10	Result
1-4	Nothing
5-9	P. Zombi Type 1
10	P. Zombi Dog

If there is a Pestilence Zombi Type 1...

As the characters emerge from the warehouse they will see a man standing on the road heading into the island. Water is pouring off of him as he shivers. He is wearing what looks like a security uniform. His skin is pale and he has black bags under his bloodshot eyes. In his hand is a revolver. He doesn’t respond to any challenge, instead just standing there breathing heavy, as if he had just run a marathon. If anyone tries to approach him, the man will raise his pistol and start shooting. Once killed or restrained, the characters can check him out. The man’s ID badge reads: Nate Preston, HIP Security Officer. If he’s not killed, he will die of a heart attack shortly after being restrained.

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If there is a Pestilence Dog...

As the characters emerge from the warehouse they will see a dog standing on the road heading into the island. Its fur is matted and it has bald spots. There is bloody mucus dripping from its mouth and the dog's eyes are totally bloodshot. Its growls seem to gurgle. If anyone even looks like they are going to move forward the dog instantly attacks to kill. After the dog is killed the dog may be examined. It looks as if it had been hit with Ebola. It's wearing a bloodied vest with an ID badge that reads: Dodger, HIP Security Dog.

GM NOTE: Anyone bitten will need to make a save or become infected [see Infector].

The next step is to head inland...[will need to be on foot, there are no vehicles down at the warehouse]. There is a sign that reads: Employee Residency 6.5 miles, Hospital 6 miles.

GM BOX: Each time the characters enter a new square on the map roll on the encounter table. Do this until the fork in the road. Any civilian P. Zombi Type 1s will be maintenance and support staff, like housekeeping. There may be one or two CNAs or nurses.

Roll 1d10	Result
1-4	Nothing
5-7	P. Zombi Type 1 civilian
8	P. Zombi Type 1 w/shotgun
9	P. Zombi Type 1 w/pistol
10	P. Zombi Dog

About two miles into the trek, the characters will come across a pickup truck that appears to have gone off the road. Inside there is the body of a man wearing a bloody and torn black suit and tie. On the seat next to him is an automatic pistol. His throat has been ripped open at the jugular and he appears to have died from severe blood loss. The CIA characters will recognize him as one of the men sent to find the investigator. The pistol is still

in good condition and it has 4 rounds left in the clip. The truck is banged up and won't start [NON-COM difficulty 15 to get started]. With a little work it will start [takes 2 minutes, roll once on encounter table].

Three miles in the characters will come to a fork in the road. A sign pointing left reads: Employee Residency 3.5 miles. A sign pointing forward reads: Hospital 3 miles.

If the characters go to the residencies...

GM BOX: For each box on the map roll on the encounter box. If there is an encounter roll 1d4 to see how many.

Roll 1d10	Result
1-2	Nothing
3-6	P. Zombi Type 1 civilian
7	P. Zombi Type 1 w/shotgun
8	P. Zombi Type 1 w/pistol
9-10	P. Zombi Dog

About a mile from the residencies things start looking grim. There are around two dozen bodies littered along the side of the road and in the road. Some look like they have died from exposure to some biological agent, with their skin blistered, bloody eyes, nose and ears. Others appear to have been partially eaten by something. The characters will pass through a metal gate with a sign that reads HIP Residential Zone. The gate is open, but looks like it normally requires a badge scan to open it. The badge reader is still in one piece and has power. As the characters approach the condos, they will see five duplex buildings done up in Adirondack design. All the porch lights are off.

GM NOTE: When investigating the barracks and condos, roll on the encounter table for each unit (condos) or room (barracks).

All but one duplex front door is closed and that one is locked. Inside there is a body that looks like it died from whatever made everyone sick, but

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there is no sign of outside trauma. Each unit smells like death, with one or two bodies of workers inside (with clear trauma). A thorough search will yield nothing other than random odds and ends of belongings, medical files unrelated to the Senator's daughter and lots of mini-green houses. It's clear that the staff had a green thumb. The food inside the refrigerators and freezers is spoiled. The beds don't look like they've been disturbed for at least a day or so. Showers are bone dry.

There are two large buildings that are labeled Barracks 1 and 2. Like the condos, these have an Adirondack style. The first floors of the barracks consist of a large kitchen and dining room. Each has a laundry room and an entertainment room that has ping pong tables, pool tables and other non-electronic forms of entertainment. There is also one large stateroom in each for the grounds manager and facility manager. Upstairs there are a series of small quarters and bunk rooms, each quaint with posters and other décor allowing for a semi-homelike feel. The power to the barracks appears to be shut off. The breaker boxes are located to the back of the entertainment rooms. Unlike the condos, the barracks seem devoid of any bodies other than in the grounds manager's office, where there is a body sitting at a desk with a pistol on the floor and a spent casing on the desk. The body's head has a hole under the chin and there is blood all over the desktop. The skin is pasty white and the eyes are bloodshot. Bloody mucus slimes across the cheeks.

Heading to the hospital...

The trek to the hospital is littered with around fifteen bodies. Some appear to have died from the illness and others look partially eaten. [Have characters make NON-COM roll difficulty 15. If they make it]: At the main gate to the hospital there is a body of a security guard wearing full biological warfare gear. He is lying against the fence that runs along the perimeter of the hospital's property. There is a small slit in the back of his neck that looks like someone wedged a blade between his spinal disks. His mask is also partially crooked.

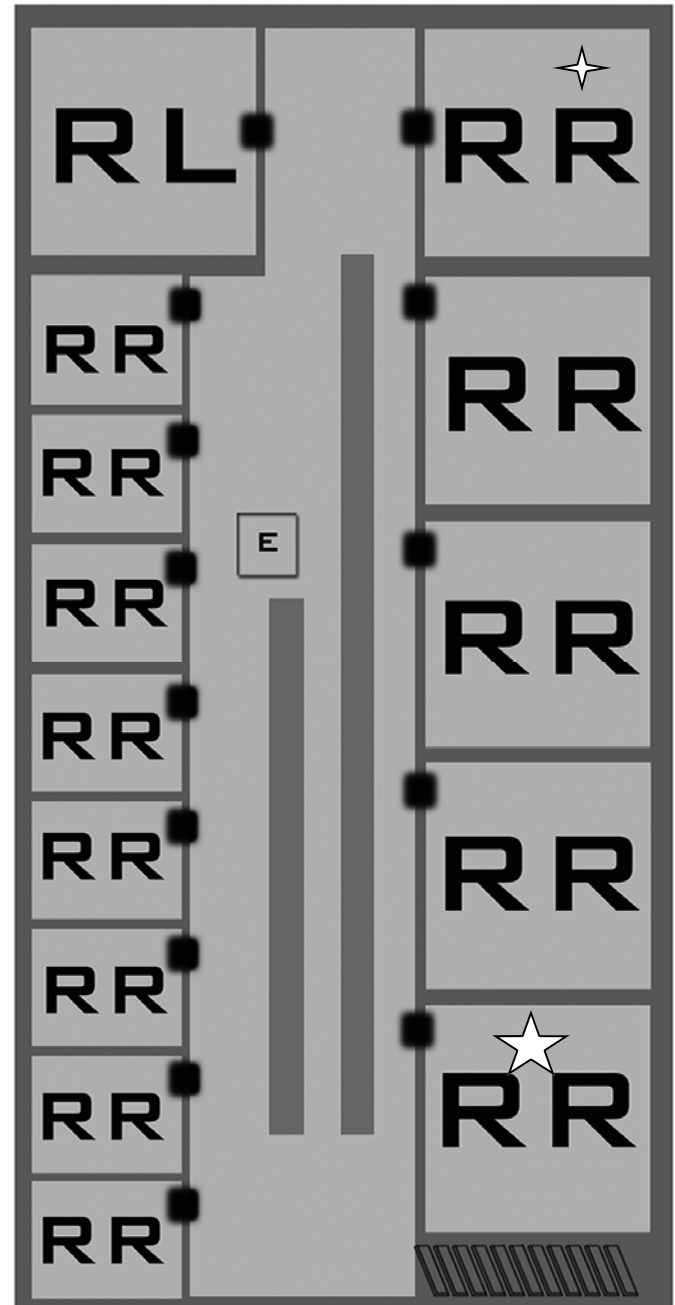
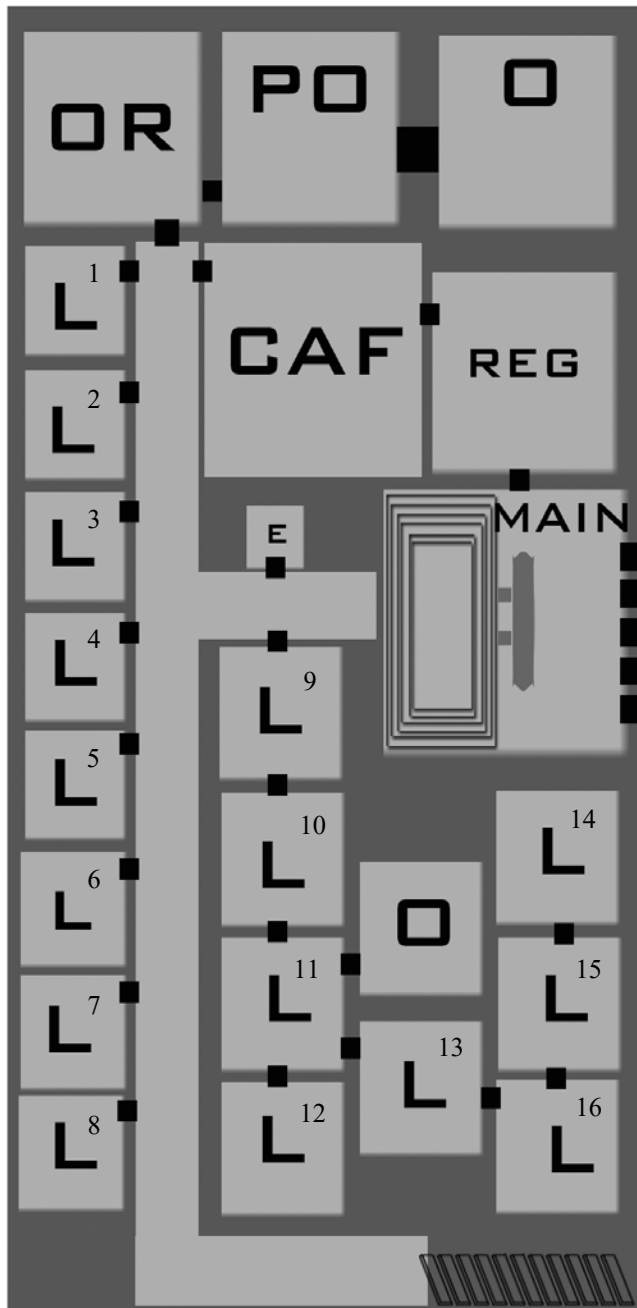
The driveway to the hospital is filled with more of the P. Zombi Dogs [15-any number killed on the way up] who are eating the remains of staffers. When the dogs see the characters the monsters will instantly attack. After the dogs are dealt with the character may proceed to the hospital building.

Other than emergency lights, the exterior of the hospital isn't lit. There is a fire tanker truck pulled up to the building, along with two jeeps and an ambulance. None of them appear to be running and there are no lights on. Inspection of the ambulance will reveal a body on the stretcher that looks as if it had been exposed to some agent. The eyes are almost blackened; the nose and mouth covered in bloody mucus and the ears have dried blood trails. The fire truck is empty, but there is a hose running into the building along with scattered medical and biological protection gear strewn across the sidewalk. Water pours from the roof of the hospital onto the walkways below. The windows are mirrored, so it's impossible to see inside. The main entrance has three center revolving glass doors and two regular glass doors on each side. This is the only way into the hospital until someone breaks a window.

GM BOX: The vampire commandos are nearby and will attack anyone who wanders off solo. They won't attack the entire team, however, preferring to take them out one at a time. Character may make NON-COM rolls difficulty 20 to see if they spot the commandos. If they do, there will be a fight...in addition to the one coming up, possibly at the same time.

Anyone who passes within ten yards of the front door will set off a cascade effect as 1d20+5 stark raving mad infected [Infectors] medical personnel come screaming out of the front doors and at the characters. [Read the description from Pestilence Zombi Type 2: Infector data]. They aren't shambling, they are full on sprinting. Until they are all killed, no one will be able to enter the hospital. [The commandos will just watch and will not interfere unless they were spotted. In that case they

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KEY:

OR: Operating Room
 PO: Post Op
 O: Office
 L: Lab
 CAF: Cafeteria
 REG: Registration
 E: Elevator

RR: Recovery Room
 RL: Recovery Lab

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will fight both the characters and the Infected]. After the bloodbath is done the characters can search the attackers. They all have HIP ID badges and are a mix of CNAs, doctors, nurses, professors and security.

GM NOTE: Don't forget to check to see if anyone exposed to the virus makes their saving throw.

HOSPITAL: FIRST FLOOR

With the horde wiped out the characters may now enter the hospital. The main entrance has bodies strewn all over the place. There are bullet casings everywhere along with spent shotgun shells. There are six security officer bodies and five Coast Guard members among the dead. There are two empty shotguns, three revolvers that are out of ammo and five assault rifles that are empty. There are three full clips between the five Coasties. All of them appear to have died from trauma to their faces and necks caused by animals or something. There is a door off to the right with a glass pane that has bullet holes in it. Blood is sprayed across the wall. There is an information desk directly across from the front doors. Behind that are sliding glass doors leading to the main research labs and the elevator, made clear by a sign that reads: Labs, OR, Cafeteria, Elevator.

Registration: The registration office has couches along the wall closest to the entrance. Above them are beautiful paintings of the Maine coast. There are three desks in this room. At the first one there is a body of woman slumped over the desk. Her head is resting in a puddle of bloody vomit and mucus. The desks behind her have no occupants. To the left of the desks is a door with a sign that reads cafeteria. A search of registration will uncover spent pistol rounds on the floor and a clipboard with a list of patients and rooms. The Senator's daughter, Rebecca Reed, is on the second floor.

Cafeteria: This room is pretty dark with barely any lighting. The emergency lights look like they have been smashed. The facility is pretty high end,

with espresso machines, tofu dispensers and enough kale to feed an army. The tables and chairs are plastic, but not cheap. There is a kitchen area and a salad bar with wilted vegetables and soured hard boiled eggs.

Main Hallway [see map]: This is the hallway that runs through the center of the first floor of the hospital. There are three bodies in front of the elevator with bullet wounds to their heads. Each body is wearing surgical scrubs. Their skin is off color like other bodies found on the island with excess mucus oozing from their noses and mouths. The elevator door is open and the emergency hatch inside the elevator is open. There are scuff marks on the walls of the elevator as if someone was climbing up. All the labs are sealed; the bio-containment systems have been triggered. Each is air tight and constructed with blast proof materials in order to guarantee containment. There are card key readers to the left of each door. With no power, the system has gone into hard lockdown. Until power is restored and a pass is used, the labs cannot be accessed.

OR [Operating Room]: The door to the operating room has a card key reader, but the door is open. The room is equipped with high end medical equipment the likes of which none of the characters have seen before, not even the medic. It's clear what a lot of the items are, but they are state of the art. On the right side of the OR is Post Op. The door is sliding glass and has been smashed. Inside there is a body of a doctor who looks like they slipped and cracked their head against the side of a cart. The neck is disjointed; cause of death was likely a broken neck. There is a look of terror in the man's eyes. To the far end of post op is an office door that is ajar. It sounds like someone is inside.

OR Office: When the office door opens an Infector will jump up from behind a large oaken desk and run at the characters. Other than the madman, the office doesn't have much to offer. There is a large screen that looks like it's used to check out x-rays, scans and teleconference. A name placard on

Keys of the Apocalypse

the desk reads: Professor Andrew Longfellow. Behind the desk is a large bookshelf with the typical human skull and transparent man and women figures. There are framed degrees on the shelves too. The windows have wood blinds that are stained a nice mahogany tint.

LABS

Lab 1: The lab is trashed. There is a broken microscope on the floor next to the door. All the furniture inside is a transparent plastic. There is the body of a female researcher on the floor lying in a puddle of bloody vomit and urine.

Lab 2: This is a refrigerated lab that is empty.

Lab 3: This lab has two counters with lab animals, two rats and four rabbits. They all appear to be dead.

Lab 4: The room is dark and appears to be full of black smoke. Anyone who gets too close will cause an Infector to slam against the door. It will feverishly claw at the door as it spits bloody mucus at the characters. Luckily it's contained.

Lab 5: This room is identical to lab 4, but there is no one inside.

Lab 6: There are two bodies inside, one male and one female. They are sitting side by side on the floor. It looks like they were comforting each other before dying peacefully. They don't look infected.

Lab 7: This lab is a greenhouse room. There is a body on the floor of a male researcher. There is a syringe sticking in his arm and foam leaking from his partially open mouth.

Lab 8: This is a low level freezer lab. Outside of the room there are warming suits. Inside there is a body hanging from the ceiling by a hose. It's hard to tell if the person is male or female.

Lab 9: This is a phase one lab. There are five Infectors inside hammering on the door when they hear the characters. Two are male and three are female.

The hallway and back stairs by Lab 8 and 12...

This section of the hallway is littered with bodies. Some are medical staff and some are security. But there are also firefighters and paramedics, whose bodies appear to have just collapsed. There are no signs of struggle.

GM Box: Roger is having a serious bad feeling about this area, as in impending death. He can also hear the sound of a baby crying in his head. With each cry, he will feel lightheaded. Anyone who goes within touching range of the bodies will instantly die. This area and the stairs are a 'death zone'.

HOSPITAL: SECOND FLOOR

Access to the floor is limited to climbing up the elevator shaft via an emergency ladder.

The second floor to the hospital has two large nursing stations that run the length of the floor. There are bodies everywhere, around thirty or more. All of them covered in pustules that are oozing a bloodied puss. Their noses and mouths are covered with bloodied mucus, with eyes that seem to have gone completely black. Each is twisted in horrific ways as if they died a painful death. The sound of a crying baby is coming from the southeast room. A quick check of the other rooms reveals three other patients outside of the Senator's daughter. The northeast room is all tricked out with a photo on a nightstand of the patient, who is dead like the others, and the hip hop rap star Bad Mutha Fucker.

GM BOX: The bodies on this floor are Pestilence Zombi Type 3: Pod. They can't move or attack. But what they do is cough and expel the Pestilence pathogen through other bodily fluids and discharge. Anyone walking by one will get accosted by the stench and fluids.

IMPORTANT: Everyone entering this floor will need to make a saving throw to see if they end up becoming infected, in addition to making saves every time they get sprayed by a Pod.

Keys of the Apocalypse

The Senator's Daughter's Room...

Just like downstairs, there are regular medical staff bodies here, but there are also two Coast Guard sailors, a man in a black suit and a firefighter, who appear to have just dropped dead with no real cause.

GM BOX: Just like with downstairs, if the characters get within reach of the bodies that died mysteriously they too will instantly die. Roger is feeling something unholy coming from the room. Lou will clearly recognize this as Pestilence. All the signs are there.

The sound of the baby is clear as day. The characters can move around in a way to see in the room. Lying on the floor facedown is a woman wearing yuppie 'tourist' clothing. That is most likely the Senator's wife. There is a hospital bed with a female body still in a birthing position. The eyes are jet black and there is bloody mucus all over her face. There is also a look of terror in her expression. It's the Senator's daughter. The body of a midwife is slumped on the floor next to an ornate bassinet. The crying is coming from the bassinet. On the floor at the feet of the Senator's daughter is a doctor. His face looks as if it was practically melted off.

GM BOX: Roger Morse will notice the flickering of what looks like a man standing in the room with the baby. It's wearing a lab outfit identical to the one the man with the melted away face has. The shadowy figure's skin is darkened as if it had been burned. The eyes glow a faint purple. As the lights flicker on and off, the figure does. It is more visible when the lights go off.

There are two options for the characters. They can leave the baby and bug out or they can try and kill the baby, ending this threat [so they think].

-Killing the baby will unleash the Pestilence virus across the globe as a massive pandemic.

-Leaving the baby alive means that the Pestilence

virus will spread slower, but the pandemic will still occur. Who knows how long the baby will last on its own.

So what about those vampire commandos?

If the characters kill the baby there is a 3 in 6 chance the commandos will go after the characters, especially if anyone is infected. They can't have that shit getting to the mainland. It could expose their lord. On the trip back to the docks the commandos will attack.

If all the vampire commandos are killed the characters can check the bodies. Underneath the masks are people that look almost human, other than long fangs, a slanted nose and pointed ears. They have a slight European look to them. Their bodies are slightly cooler than a normal person, but there is still some body heat. All their gear and clothing have no identifying marks. It all looks custom. Very covert ops.

If any of the characters are infected...

Anyone who failed a saving throw versus the virus will start to show signs on the way back to the boat. It will start with a runny nose that turns into excessive bloody mucus. Madness will start an hour after that and then the character will become homicidal. If the character gets to the mainland they will cause an outbreak.



Keys of the Apocalypse

SIDE MISSIONS UNLOCKED

SIDE MISSION 1: BMF's Mission:

SOLO play [player and game master]
1-3 player mode [2 players use BMF's crew]

Bad Mutha Fucker (BMF) and his crew...

Three months ago BMF paid to have his cousin, Marvin Blues, sent to Hope Island to be part of an experimental treatment for Lyme disease. Every day BMF checks in to see how things are progressing. Then yesterday no one answered in his cousin's room. BMF called the hospital's front desk, but no one answered. When he called Hope International Pharmaceuticals global headquarters, BMF was told that there might be communications issues due to the impending hurricane. That shit didn't fly with BMF and there was no way he was going to leave his cousin stranded on an island during a hurricane. And what if something had happened to Marvin? It was eating at BMF. He grabbed his personal assistant, George-E with Foxy Sista [BMF's half-sister] in tow.

FOXY SISTA

Hit Dice: 2 (12)

Armor Class: 8[11]

Attacks: Uzi: 2d6 damage 3/15 auto

COM: +2

NON-COM: +3

Saving Throw: 18

Special: --

Move: 12

Alignment: Neutral

XP: 20

Background: Janine Denmark aka Foxy Sista is Bad Mutha Fucker's sidekick. Some say she's his bodyguard, others say she's a mooch. But Foxy Sista is actually BMF's half-sister. Foxy is no novice when it comes to bad situations. BMF rescued her from gang life and showed her that there was another way to be gangsta without being a thug. The lessons she learned from her cousin saved her life and now she wants to repay the favor. Yeah, she knows how to lay it down with guns, but she

can also hold a note and spends a lot of her time working with troubled teens. Foxy has no issue breaking noses and pulling grills if she's crossed. She's the perfect sidekick for BMF.

GEORGE-E

Hit Dice: 3 (18)

Armor Class: 8[11]

Attacks: AK-47: 4d6 damage, 3/15 auto

COM: +3

NON-COM: +3

Saving Throw: 17

Special: --

Move: 12

Alignment: Neutral

XP: 30

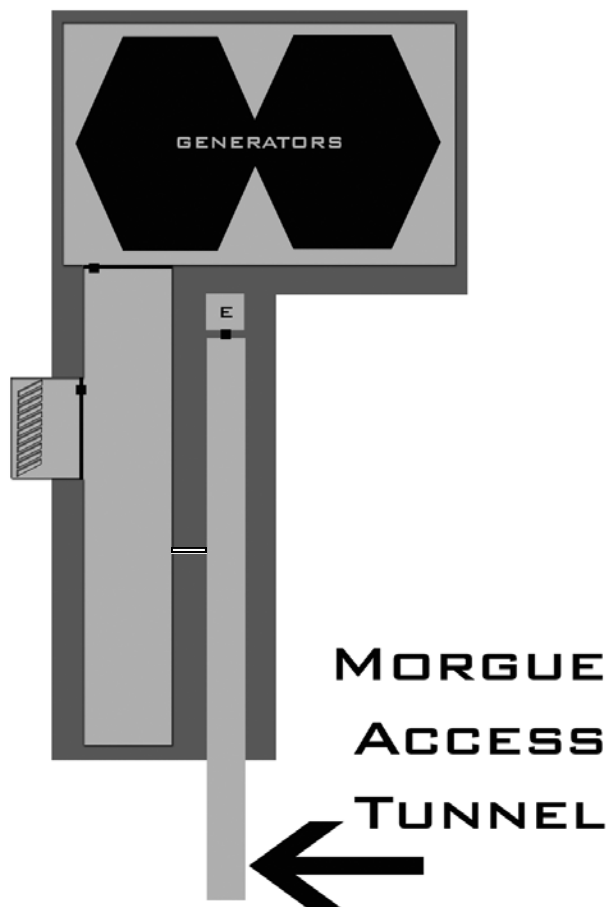
Background: George-E is BMF's personal assistant. Claiming to be a warrior of Islam, George-E struggles to maintain that façade all while struggling with his insecurities. In reality, George-E got his gangsta skills from his pops who was an Army Ranger. So while George-E brags about his 'combat' experience, he's just a poser looking to be something he isn't. This doesn't make him a bad person. Like Foxy Sista, George-E puts a lot of time into helping those in need. Not only that, but his police record is spotless. He knows that his pops will kick his ass if he crosses the line.

Down at the Boston docks....

"We've got her all fueled up. We were about ready to head out to sea to weather this hurricane. Lucky you called when you did. But sir, we have about six hours before the rain starts up. We might not be able to get back to port once things pick up. You might get stuck out at sea when the hurricane hits." Captain Henry Chase, skipper of the Big D [BMF's yacht].

Vehicle	Super Yacht
Capacity	20/4 crew
Speed	13mph/19mph
Range	262 miles
Fuel	41,000 gallons
SP	35

Keys of the Apocalypse



None of this matters to BMF, he needs to make sure his cousin is ok. The Big D leaves for the island. The sea is just starting to show signs of a brewing storm.

The Big D is a super yacht with all the bells and whistles. It's like a mini mansion. BMF also has a stash of guns just in case of pirates. He doesn't give a shit about Maritime law. There are four crew members, including the captain. They are all former gang members that found a new life working for BMF. Even the skipper is a former street thug.

CREW

Hit Dice: 3 (18)

Armor Class: 8[11]

Attacks: Pistols: 2d6 damage

COM: +3

NON-COM: +3

Saving Throw: 16

Special: --

Move: 12

Alignment: Neutral

XP: 30

About one mile away from the island Capt. Chase will call BMF to the bridge. "Hey boss. Take a look [he'll hand BMF binoculars]. See that? The beacon light isn't going. What do you think?"

While BMF scans the island he'll see that the dock looks abandoned, other than two boats parked alongside. There is enough room to pull the Big D up to the dock.

"Sir, something feels wrong here. What do you want to do?"

Either way, BMF needs to get on the island. He can go via the docks or go ashore somewhere else.

GM BOX: Game masters will use the basic descriptions from the Main Mission, but with fewer bodies in order to represent earlier on. Bodies that are discovered are a little fresher too. Use this encounter table for the players as they move around the hospital:

Roll 1d10	Result
1-4	Nothing
5-7	P. Zombi Type 1 civilian
8	P. Zombi Type 1 w/shotgun
9	P. Zombi Type 1 w/pistol
10	P. Zombi Dog

There will only be one monster per encounter until later...

At the hospital...

As BMF gets to the hospital gate he will see that the gate is open and the guard is nowhere to be seen. But out in front of the hospital building there

Keys of the Apocalypse

are around 15 men and woman, some medical, some first responders. They are all just standing there. Other than that things seem somewhat normal. But upon approach one of the men will turn and look at BMF. The man's eyes are bleeding and bloody mucus is dripping from his nose and mouth. He lets out a howl and the crowd turns and looks at BMF and company. They sprint at the rapper! [Infectors]

But that's not all. Behind BMF on the road a pack of sickly looking dogs emerge from the woods [P. Zombi Dog]. The only escape route is around the side of the hospital to a maintenance stairwell that goes down into the power plant. At the bottom of the stairs is a large metal door that happens to be ajar. Once inside the door may be shut and locked.

The power plant...

The main room that the characters enter is a control room. Every wall is lined with controls and computers. The emergency lights are on and the light switches don't work. The only other illumination comes from the computers that are running on a backup power supply. There is a flashing red light on one panel that has a label above it that reads: Reactor Off. There is a lever next to it and a matching light on the other side that reads: Reactor ON.

To the left of the large control room is another door that looks like its reinforced. There is a card reader to the left of the door.

Further examination of the control room will reveal a vent big enough for a person to crawl through that looks like it leads into a hallway under the hospital.

The morgue hallway...

The access vent leads into the basement hallway to the morgue. There are three Infected [males] wandering the hallway, each wearing scrubs. The men appear almost normal. The first person through the vent will get grabbed and dragged down to the morgue for an impromptu autopsy. The morgue has a few other 'guests', who are all clearly sick. There are also two bodies on metal tables that look

like they were cut open while the person was still alive.

GM BOX: BMF is essentially trapped in the basement of the hospital. He'll need to kill all the Infected in the basement. There is no way to safely turn on the power. The elevator isn't working either. If the doors can be pried open, BMF won't be able to get upstairs because of the elevator blocking the way. He may use bone saws to cut through, but it's going to attract Infectors who will be waiting for him. In another 8 hours the characters from Red Ops will show up and clear the hospital. BMF can try and get out through the door to the power plant [the one he came in through] but there are those dogs outside.

When the soldiers arrive...

After sitting around wondering if they'd ever escape, the sound of gunfire will wake everyone up. It goes on for a while [maybe some explosions]. A peak out the door will show that the dogs are gone. Further investigation will show a horde of Infectors attacking soldiers. Things are looking grim. There are two options here:

-Wait for the soldiers to clear the hospital and the go in and look for Marvin Blue.

[If this is the choice use the basic write-up for inside the hospital from the main mission.]

-Ask the soldiers for help.

[Red Ops is on a mission. They will tell BMF to head to the docks.]

-Head back to the Big D. Marvin ain't worth the life of Foxy Sista and George-E.

[If this is the choice make sure to keep track of anyone who was infected. See the main mission for the effects.]

Back at the Big D...

When BMF gets back to the boat he will find that his crew is missing. Luckily he has a basic understanding of how the yacht works. It's time to get the hell outa there...

Then the hurricane hits...

Keys of the Apocalypse

SIDE MISSION 2: VAMPIRE COMMANDOS

1-3 players

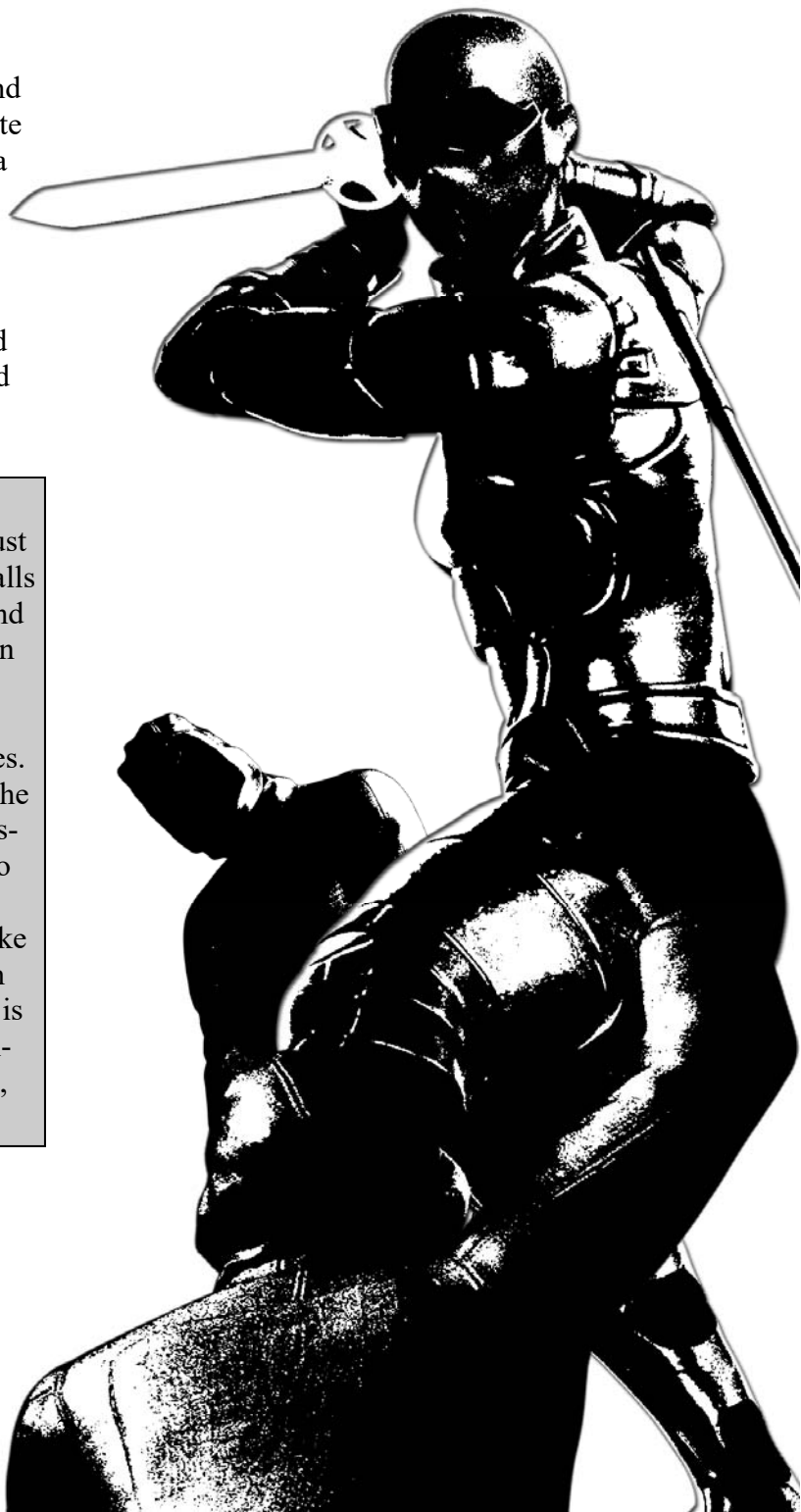
My warriors...I have summoned you over a grave matter. One of my children has violated the oath and allowed a cow to live. It has taken weeks to track it down. [An image of a global map pops up on a monitor screen]. It is here on this island. Go there and kill it. Destroy all trace of our existence. Let no one stand in your way.

The vampire commandos board a cargo plane and are flown over Hope Island, where they parachute in. The catch: the hurricane is 12 hours out and a raging storm has struck the region. The plane rocks violently as it approaches the island. The pilot calls out to the commandos. "We are here. I'll get as low as I can for the drop. May eternal life guide you." The plane gets close enough and the bay door opens. Each commando is equipped with a special suit that will allow them to glide down to the island.

GM BOX: Each commando will make 3 NON-COM rolls vs. difficulty 20 conditions. They must pass 2 rolls or fall to the ground. Anyone who falls has a 1 in 6 chance of being impaled by a tree and killed. The landing zone is on the central western part shore of the island, just on the other side of the mountain from the residencies. Encounters will begin once they have reached the residencies. Roll 1d4 for the number of any encounter. Use the material from both the primary and first side mission to carry out running the vampire commando operation.

NOTE: The vampire commandos will die just like anyone else if too close to the baby and they can be infected. The only way the mission succeeds is if the baby is killed. At the hospital the commandos will either have to fight through the soldiers, the infectors, or BMF.

Roll 1d10	Result
1-4	Nothing
5-7	P. Zombi Type 1 civilian
8	P. Zombi Type 1 w/shotgun
9	P. Zombi Type 1 w/pistol
10	P. Zombi Dog



Character Name

Captain Channing

Race

Human

Age

33

Class/Level

Military 10

Gender

Male

Alignment

Neutrality

Open Door

1-4

Carry Mod

+30

R. Rate

100%

Hit Points

80

Armor Class

3[16]

Saving Throw

5

17

STRENGTH

17

DEXTERITY

18

CONSTITUTION

15

INTELLIGENCE

16

WISDOM

12

CHARISMA

Keys of the Apocalypse

COM

Bonus

+6

Small Arms
Hand to Hand

NON-COM

Bonus

+7

Basic NAVY
Basic Officer

Languages: English, Spanish,
French, Russian

SPEC-OPS

Bonus

+2

SEAL
Satellite Communications
Air Strike

GEAR

Portable Data Device
Flares (4)
Halogen Flashlight
Gas Mask
Sat-Com (phone)
Radio Coms
Rangefinder Laser
2 Pistol Clips
3 Rifle Clips

Cash \$1,000

Weapons

Medium Automatic Pistol: 2d6 damage, 8 ammo, 30ft range, 2 auto
High End Assault Rifle: 5d6, 35 ammo, 80ft range, 3/15 auto
Combat Knife: 1d6
Grenade, Explosive: 3d6
Grenade, Flash

Biography

Captain Gerry Channing is a Navy SEAL who has run several Red Ops missions. He passed up other duties because he felt that he could better serve his country in the shadows. His team has been responsible for dozens of covert rescue ops and missile strikes against hostile forces. They say the captain can paint a fly at 100 yards away.

As a leader he is mission focused. He doesn't have time for bullshit. His team knows that and serves him well. Channing isn't a killer. He knows that he is a tool of the American people and will try to avoid unnecessary collateral damage unless all other avenues have been expended.

Photo



Character Name

Lou Stellen

Race

Mystic

Age

30

Class/Level

Military 6

Gender

Male

Alignment

Law

15

STRENGTH

14

DEXTERITY

16

CONSTITUTION

17

INTELLIGENCE

16

WISDOM

17

CHARISMA

Open Door

1-2

Carry Mod

+10

R. Rate

100%

Hit Points

48

Armor Class

5[14]

Saving Throw

9

COM

NON-COM

SPEC-OPS

Bonus

+4

Small Arms
Hand to Hand

Bonus

+6

Basic Army
Basic Officer
Chaplain

Languages: English, Spanish,
French, Latin, Italian, Mandarin,
Swahili

Bonus

+2

Occult Studies

GEAR

Halogen Flashlight
Gas Mask
Bible
Notebook
Pen
2 pistol clips
Watch w/ compass
Radio Coms
Pocket Knife
Crucifix

Cash \$1,000

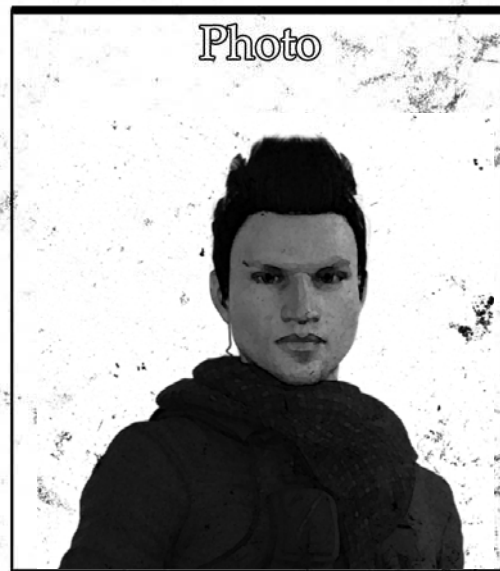
Weapons

Medium Automatic Pistol: 2d6 damage, 8 ammo, 30ft range, 2 auto

Biography

Lou Stellen was an Army chaplain who left the military to work as a CIA liaison to the Vatican. He was assigned to Project: Oversight, a special think tank that investigated incidents that had no scientific reasoning to them. It was here that Lou started putting pieces together that something big could be happening. His superiors agreed. The CIA learned about an off the books operation to Hope Island to retrieve a senator's pregnant daughter who was stricken with an unknown virus. That same virus had been found in the remains of several murder victims across Las Vegas over the last three months. Someone suggested a 'vampire'. Lou is tagging along because he wants to observe a person living with this virus. Lou is not a violent person. He's all about his religion and mission.

Photo



Character Name

Lt. Tatum

Race

Human

Age

34

Class/Level

Military 10

Gender

Male

Alignment

Neutrality

Open Door

1-3

Carry Mod

+15

R. Rate

100%

16

STRENGTH

17

DEXTERITY

17

CONSTITUTION

14

INTELLIGENCE

14

WISDOM

16

CHARISMA

Hit Points

70

Armor Class

4[15]

Saving Throw

5

Keys of the Apocalypse

COM

Bonus

+6

Small Arms
Hand to Hand

NON-COM

Bonus

+6

Basic Army
Basic Officer

Languages: English, Spanish

SPEC-OPS

Bonus

+2

Army Ranger
Mountaineering
Auto-mechanics

GEAR

Flares (4)
Halogen Flashlight
Gas Mask
Sat-Com (phone)
Radio Coms
3 SMG Clips
Canteen
Climbing Rope
Night Vision Goggles
Mechanics Field Kit
Laser Sight

Cash \$1,000

Weapons

Medium SMG: 3d6 damage, 32 ammo, 50ft range, 3/15 auto
Combat Knife: 1d6
Grenade, Explosive: 3d6
Grenade, Flash

Biography

Lt. Larry Tatum considers himself the jack-of-all trades commando, but he hasn't quite hit that yet. He's a proficient Army Ranger who is great for those missions when the unit has to hike into an enemy camp, grab a target and then escape using a stolen truck.

Lt. Tatum does have a charm to him that works in his favor with the ladies (and men), because he's always flirting. He's a soldier's soldier, but he also has a bit of ego. It's not like he's not right about his successes, but it gets old fast.

Photo



Character Name

Master Sgt. Boss

Race

Human

Age

37

Class/Level

Military 10

Gender

Male

Alignment

Neutrality

Open Door

1-3

Carry Mod

+15

R. Rate

100%

Hit Points

90

Armor Class

3[16]

Saving Throw

5

16 **STRENGTH**

16 **DEXTERITY**

18 **CONSTITUTION**

16 **INTELLIGENCE**

17 **WISDOM**

09 **CHARISMA**

Keys of the Apocalypse

COM

NON-COM

SPEC-OPS

Bonus

+6

Small Arms
Hand to Hand
Heavy Weapons

Explosives

Bonus

+7

Basic Marine
Demolitions

Languages: English, Spanish, Russian

Bonus

+2

SEAL
Demolitions
Grenade Launchers

GEAR

Flares (4)
Halogen Flashlight
Gas Mask
Radio Coms
24 Grenades (for launcher)
Bomb Disposal Mini-Kit
Detonators (4)
Lighter
Pack of Cigarettes (South American brand)

Cash \$1,000

Weapons

Grenade Launcher: 3d6 damage, 8 ammo, 500ft range
Combat Knife: 1d6
Grenade, Explosive: 3d6
Grenade, Flash
Door Buster C-4 cord: 1d6 damage per 3 inches (24 inches)

Biography

Master Sergeant Gordon Boss is the demolitions expert of the team. He knows his explosives so well he can almost tell you what was used based on smell alone. Boss can be kinda reckless at times, but it always seems to work out. He can rig up all sorts of explosions. From car gas tanks to cell phones, if it can go 'pop', Boss can rig it.

As a soldier, Boss is a Marine and SEAL. He can be scary as hell when he goes into combat. To him, there is no such thing as 'collateral' just 'they were in the way'.

Boss has a taste for South American cigarettes.

Photo



Character Name

Petty Officer Hawk

Race

Human

Age

30

Class/Level

Military 10

Gender

Male

Alignment

Neutrality

Open Door

1-4

Carry Mod

+30

R. Rate

100%

Hit Points

70

Armor Class

3[16]

Saving Throw

5

17

STRENGTH

17

DEXTERITY

18

CONSTITUTION

16

INTELLIGENCE

18

WISDOM

12

CHARISMA

Keys of the Apocalypse

COM

NON-COM

SPEC-OPS

Bonus

+6

Small Arms
Hand to Hand
Patrol Boat Weapons

Bonus

+7

Basic NAVY
Water Rescue
Small Boat Mechanics/Use

Languages: English, Hebrew, Arabic

Bonus

+2

SEAL
Breach and Entry Tactics
Military Law

GEAR

Portable Data Device
Flares (4)
Halogen Flashlight
Gas Mask
Sat-Com (phone)
Radio Coms
20 shells (for shotgun)
15 rubber shells (won't kill target, but will knock them down)

Cash \$1,000

Weapons

Pump Action Shotgun: 5d6, 5 ammo, 300 ft range, 2 actions
Combat Knife: 1d6
Grenade, Explosive: 3d6
Grenade, Flash

Biography

Petty Officer Ben Hawk is the team's Navy SEAL tactical breach specialist. He has trained with dozens of SWAT units across the globe trying to become the best. Ben has workable knowledge about entries with little to no collateral. It's his belief in take no prisoners during the initial breach that landed him on the team. If the mission says retrieve a hostage, only one enemy combatant needs to be left alive. Everyone else can die. It sends a message to enemies of the United States. Ben has also been working on becoming a JAG officer.

Ben has a heart and takes breaches seriously. There's no room for error. One wrong move and the asset dies or someone on the team does.

Photo



Character Name

Roger Morse

Race

Psychic

Age

32

Class/Level

Military 7

Gender

Male

Alignment

Neutrality

Open Door

1-2

Carry Mod

+10

R. Rate

100%

15

STRENGTH

14

DEXTERITY

16

CONSTITUTION

15

INTELLIGENCE

16

WISDOM

09

CHARISMA

Hit Points

63

Armor Class

5[14]

Saving Throw

9

Keys of the Apocalypse

COM

NON-COM

SPEC-OPS

Bonus

+4

Small Arms
Hand to Hand

Bonus

+6

Basic Air Force
Psychiatrist

Languages: English, French

Bonus

+2

Psychology
Psychological Warfare

GEAR

Halogen Flashlight
Gas Mask
2 pistol clips
Radio Coms
Pocket Knife

Cash \$1,000

Weapons

Medium Automatic Pistol: 2d6 damage, 8 ammo, 30ft range, 2 auto

Biography

Roger Morse was born psychic, thanks to his mother and father, who both were. He was placed into a special program where the CIA studied Roger throughout his childhood. In order to continue their control, he was 'encouraged' to join the Air Force where he became a psychiatrist. A few years in and Roger was transferred to the CIA's Project: Oversight. Here he uses his abilities to help solve mysteries.

Roger isn't much of a soldier. He senses a lot, which is why he was dumped into the mission to Hope Island. Roger is constantly haunted by visions of things he doesn't understand. All he can do is feel and track things as they are unfolding.

Photo



Character Name

Sgt. Ross

Race

Human

Age

37

Class/Level

Military 10

Gender

Male

Alignment

Neutrality

Open Door

1-3

Carry Mod

+15

R. Rate

100%

Hit Points

70

Armor Class

4[15]

Saving Throw

5

16 **STRENGTH**

16 **DEXTERITY**

17 **CONSTITUTION**

18 **INTELLIGENCE**

18 **WISDOM**

13 **CHARISMA**

Keys of the Apocalypse

COM

Bonus
+6
Small Arms
Hand to Hand

NON-COM

Bonus
+8
Basic Marine
Medic

Languages: English, Spanish,
French, Russian, Latin

SPEC-OPS

Bonus
+2
Navy SEAL
Surgeon
Chemistry

GEAR

Flares (4)
Personal Data Device
Halogen Flashlight
Gas Mask
Sat-Com (phone)
Radio Coms
3 SMG Clips
Canteen
Night Vision Goggles
Medical Kit
Laser Sight

Cash \$1,000

Weapons

Medium SMG: 3d6 damage, 32 ammo, 50ft range, 3/15 auto
Combat Knife: 1d6
Grenade, Explosive: 3d6
Grenade, Flash

Biography

Sergeant Sam Ross is the team's medic. He knows his stuff and that makes him valuable. He is also a chemistry specialist. On missions Ross tends to stay in the middle and make sure no one is walking into a mess. In a firefight he is more than capable of holding his own. He's been called "Doc Combat" by his teammates.

Ross is a competent surgeon who can work under the worst conditions. He isn't one to take too many chances and people look to him for realistic evaluations.

Photo



Character Name

Sgt. Smart

Race

Human

Age

30

Class/Level

Military 10

Gender

Male

Alignment

Neutrality

Open Door

1-5

Carry Mod

+50

R. Rate

100%

18

STRENGTH

15

DEXTERITY

18

CONSTITUTION

10

INTELLIGENCE

14

WISDOM

10

CHARISMA

Hit Points

80

Armor Class

4[15]

Saving Throw

5

Keys of the Apocalypse

COM

Bonus

+8

Small Arms
Hand to Hand
Machineguns

NON-COM

Bonus

+4

Basic Marine

Languages: English

SPEC-OPS

Bonus

+2

Navy SEAL
Machineguns
Weapon Maintenance

GEAR

Flares (4)
Halogen Flashlight
Gas Mask
Radio Coms
2 ammo drums

Cash \$1,000

Weapons

Machinegun: 4d6 damage, 100 ammo , 2000 ft range, 15/30/50 auto
Combat Knife: 1d6
Grenade, Explosive: 3d6
Grenade, Flash

Biography

Sergeant Wade Smart isn't the brightest bulb on the team, but he is a scary mutha with a machinegun. He also knows firearms by heart. Smart is the one they go to in order to clear the field. The team respects Smart's skills and make it a point to never disrespect him. Wade is autistic, but you wouldn't know it by the way he talks guns and unloads his machinegun "Bessie". On mission, Smart tends to be second in line in case his skills are needed.

Smart communicates in simple phrases, but they are usually spot on.

Photo



Character Name

Sgt. Tone

Race

Human

Age

29

Class/Level

Military 8

Gender

Male

Alignment

Neutrality

Open Door

1-3

Carry Mod

+15

R. Rate

100%

Hit Points

48

Armor Class

4[15]

Saving Throw

6

16 **STRENGTH**

16 **DEXTERITY**

16 **CONSTITUTION**

18 **INTELLIGENCE**

18 **WISDOM**

15 **CHARISMA**

Keys of the Apocalypse

COM

Bonus

+5

Small Arms
Hand to Hand

NON-COM

Bonus

+7

Basic Army
Communications

Languages: English, Spanish, Italian,
French, Japanese

SPEC-OPS

Bonus

+2

Army Ranger
Electronics

GEAR

Flares (4)
Personal Data Device
Halogen Flashlight
Gas Mask
Sat-Com (phone)
Radio Coms
3 SMG Clips
Laser Sight
Silencer
Binoculars

Cash \$1,000

Weapons

Medium SMG: 3d6 damage, 32 ammo, 50ft range, 3/15 auto
Combat Knife: 1d6
Grenade, Explosive: 3d6
Grenade, Flash

Biography

Sergeant Peter Tone is the team's radioman. While not really Red Ops material, he comes in handy when technology isn't working right. He's also good about getting a signal, having been known to jury rig outrageous set-ups to get signals out. Peter isn't a killer. He'll shoot someone, but he won't murder anyone. It has created tension between team members, who are less compassionate.

Peter took on the Red Ops assignment because he's trying to fast track to officer.

Photo



Character Name

Bad Mutha Fucker

Race

Human

Age

39

Class/Level

Rapper Gangsta 10

Gender

Male

Alignment

Neutrality

Open Door

1-3

Carry Mod

+15

R. Rate

100%

Hit Points

60

Armor Class

8[11]

Saving Throw

6

16 **STRENGTH**

16 **DEXTERITY**

16 **CONSTITUTION**

13 **INTELLIGENCE**

13 **WISDOM**

18 **CHARISMA**

Keys of the Apocalypse

COM

Bonus

+4

Pistols
Submachine Guns
Kung Fu

NON-COM

Bonus

+6

Rapping
Read Music
Rhyming

Poetry

Languages: English, Spanish

SPEC-OPS

Bonus

+2

Studio Production
Marketing
Manipulation

GEAR

Cell Phone
Shades
SMG Clips (2)
Foxy Sista
George-E

Cash \$5,000



Weapons

Small SMG: 2d6 damage, 30 ammo, 50ft range, 2/15 auto
Knife: 1d4

Biography

Jerome Tinder aka Bad Mutha Fucker (BMF) is an east coast rapper out of Boston. He made a name for himself after winning the television talent show 'America's got Rhyme' where he just went by Jerome. But fame went to his head and he decided to be edgy as hell. With his new moniker, BMF rocked the industry. He is known for his crib, a 5 million dollar crib he calls Xanadu, which he built overlooking the city of Boston. But BMF didn't forget where he came from and takes good care of his crew and their families. It's why he commands such loyalty. BMF has headed to the island to pick up his cousin 'Marvin Blues' who had been going through experimental treatments for Lyme Disease. (Marvin is a blues musician)

Photo



Keys of the Apocalypse

Keys of the Apocalypse

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Character Name

Race

Age

Class/Level

Gender

Alignment

Open Door

Carry Mod

R. Rate

Hit Points



Armor Class



Saving Throw



STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Keys of the Apocalypse

COM

NON-COM

SPEC-OPS

Bonus

Bonus

Bonus

GEAR

Cash

Weapons

Biography

Photo

Keys of the Apocalypse

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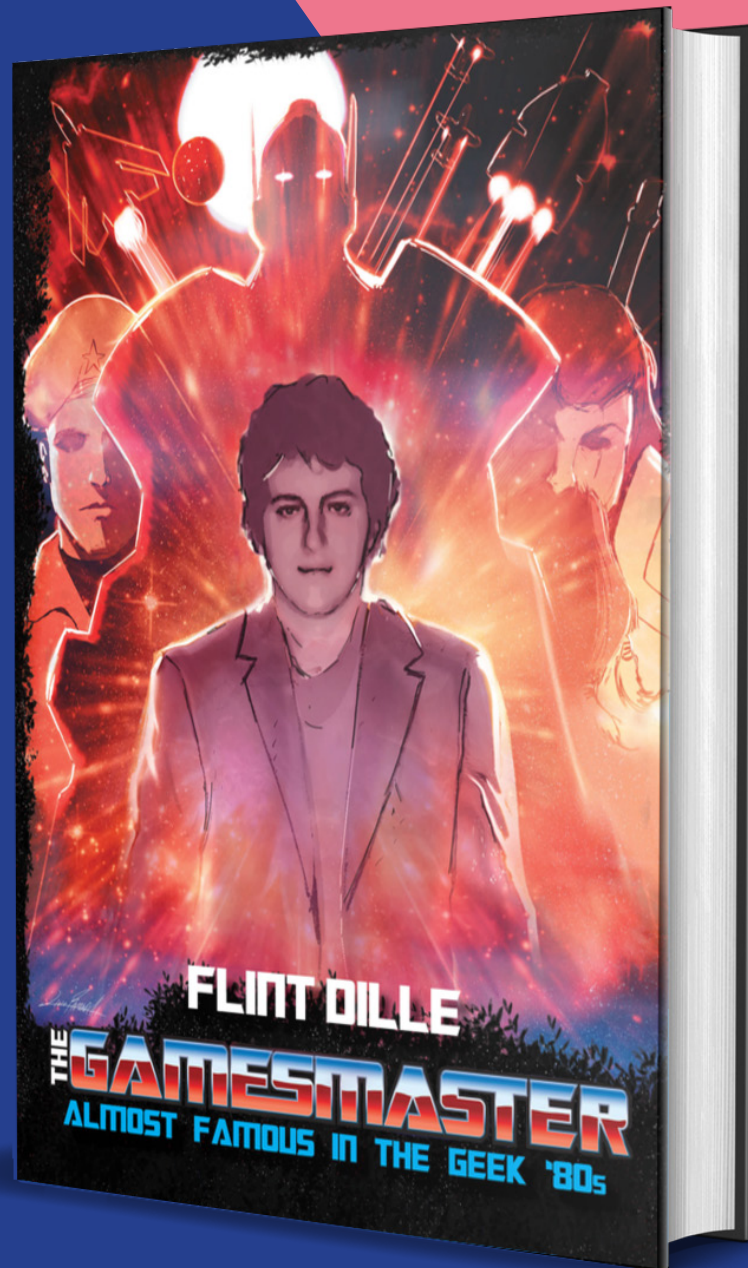
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Not
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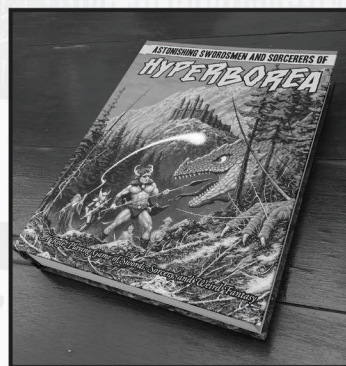
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